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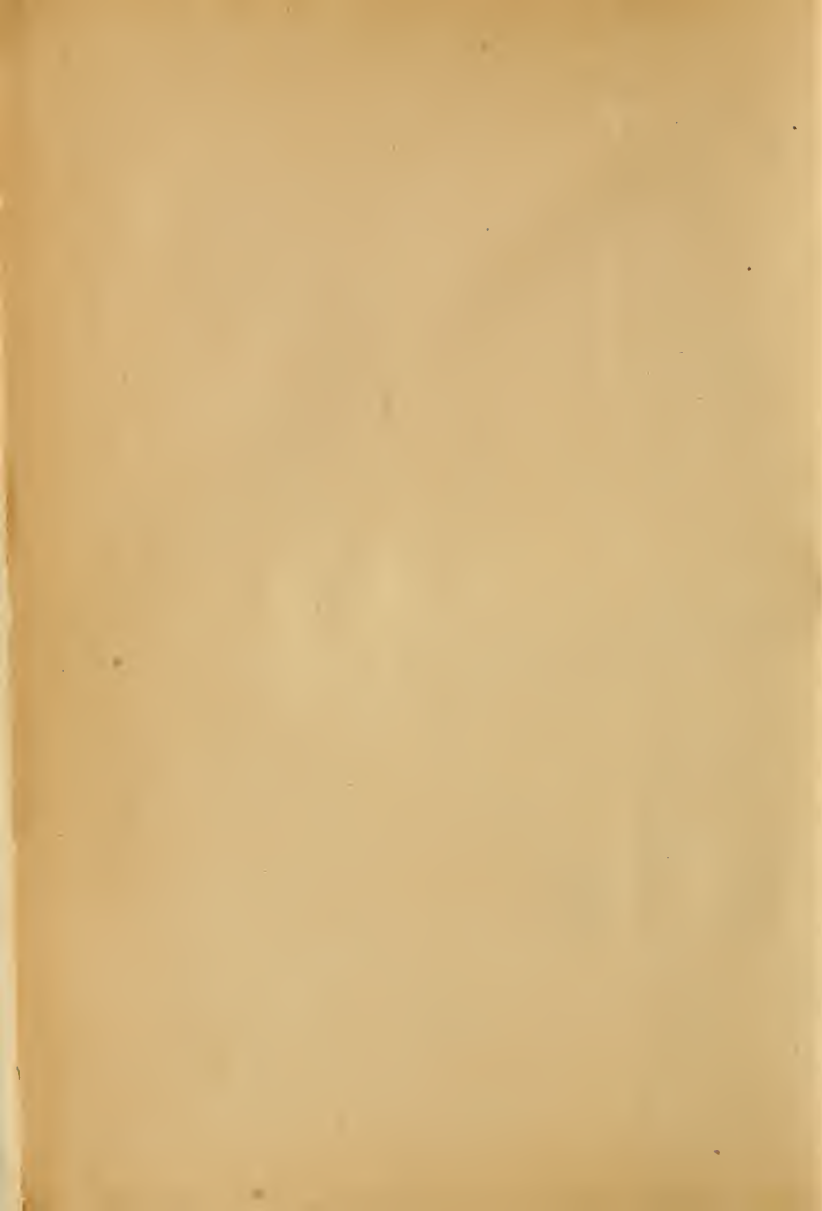
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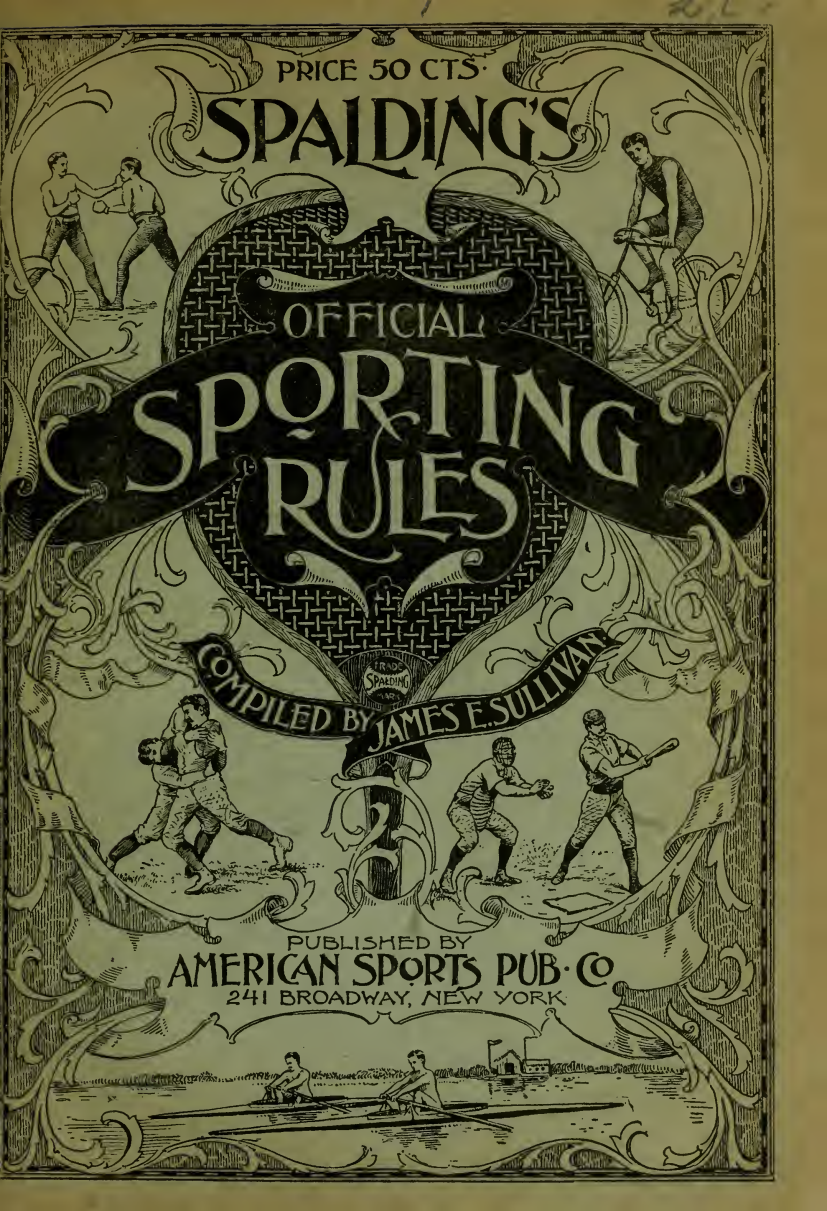
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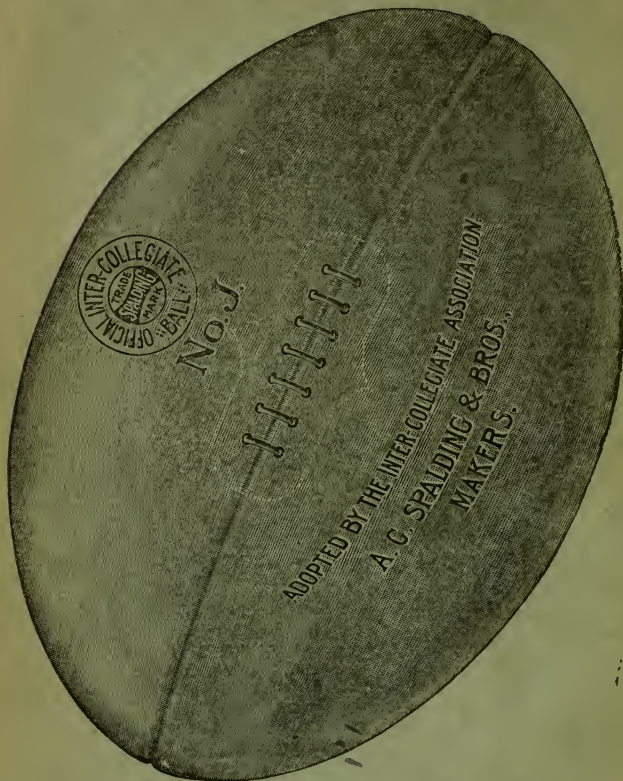
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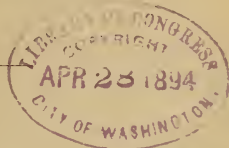
COMPILED BY
JAMES E. SULLIVAN.

CONTAINING THE OFFICIAL RULES FOR THE
GOVERNMENT OF ALL SPORTS.

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INDEX.

	PAGE.
A. A. U. General Rules,	5
A. A. U. Athletic Rules,	12
Archery,	28
Basket Ball,	30
Badminton,	35
Betting,	39
Bicycling,	42
Bowls,	56
Skittles,	61
Bowling,	62
Boxing—A. A. U. Rules,	65
Marquis of Queensbury Rules,	68
London Prize Ring Rules,	69
Broadsword (Mounted) Rules,	74
Canoeing,	75
Cricket,	82
Croquet,	88
Court Tennis,	93
Curling,	107
Fencing,	116
Foot Ball—Gaelic,	119
Association,	121
Gymnastics,	126
Golf,	128
Handball,	134

INDEX

	PAGE
Hitch and Kick,	138
Hockey,	139
Lacrosse,	143
Lawn Tennis,	154
National Rifle Association,	164
Pistol and Revolver Shooting,	177
Inanimate Target Shooting,	183
Live Bird Shooting,	190
Polo, Water,	196
Polo Association Rules,	198
Polo, Rink,	201
Quoiting,	208
Racing—Potato, Sack, Obstacle, Three-Legged,	209
Dog Racing,	210
Pigeon Flying,	212
Rowing,	215
Racquets,	222
Sheffield Rules,	224
Skating,	225
Snow-Shoeing,	228
Shuffleboard,	232
Wrestling—Collar and Elbow,	233
Catch-as-catch-can,	234
Græco-Roman,	235
Devonshire,	236
Side Hold,	237
Cumberland and Westmoreland,	237
Cross-Country Rules,	239

—❖ GENERAL RULES ❖—

OF THE

Amateur Athletic Union

OF THE

UNITED STATES.

RULE I.—AFFILIATED, REGISTERED AND APPROVED
ORGANIZATIONS.

Any one competing or exhibiting at open sports or an entertainment of any character whatever, held by any Club or managing body which is not an allied member of the Amateur Athletic Union, or a member of one of the Intercollegiate Association of Amateur Athletes, or any other Association or body to be hereafter approved of, or registered as an approved organization, shall thereby disqualify himself from competing at any sports given by organizations approved by the Amateur Athletic Union. The Board of Governors shall have power to reinstate any one so disqualified if it shall think fit.

Any organization desiring to be registered as an "approved" Club or Association shall make application through the Secretary to the Board of Managers of the Association of the Amateur Athletic Union in whose territory the applying club is situated, and at the discretion of such Board may be admitted to such registration. *The fee for such registration shall be Ten Dollars (\$10) per annum, and all applications for registration must be accompanied by a list of officers and number of members of the organization, together with*

the stipulated fee, at least thirty (30) days prior to the holding of any athletic meeting thereunder.

No Association of the Amateur Athletic Union shall be allowed to recognize any League or Association of Clubs within its jurisdiction.

No Association of the Amateur Athletic Union will be allowed to register clubs, or schedule games, tournaments or exhibitions given by clubs not eligible to membership in the Amateur Athletic Union.

The Schedule Committees of the several Associations of the Amateur Athletic Union are advised not to schedule, for any Sunday, games at which members of more than one club are allowed to compete or exhibit.

All games, meetings, benefits and entertainments of any kind where athletes compete or exhibit must be registered.

No Club which is a member of any of the Associations of the Amateur Athletic Union will be allowed to give games jointly with an outside club, unless the outside club has been regularly registered.

RULE II.—UNRECOGNIZED MEETINGS.

Athletic meetings promoted by companies, incorporated bodies, individuals, or associations of individuals, as private speculations, or in conjunction with a benefit, social or picnic entertainment, are not, unless with the sanction of the Board of Managers of one of the Associations of the Amateur Athletic Union, recognized by the Amateur Athletic Union, and any athlete competing at an unrecognized meeting shall thereby suspend himself from all games held under Amateur Athletic Union Rules.

RULE III.—SUSPENSION OR DISQUALIFICATION OF INDIVIDUALS.

No person shall be allowed to compete at any meeting held under Amateur Athletic Union Rules while disqualified or under a sentence of suspension passed by any one of the Associations of the Amateur Athletic Union, or by the Amateur Athletic Union, Intercollegiate Association of Amateur

Athletes, National Amateur Skating Association, League of American Wheelmen, National Association of Amateur Oarsmen, National Lawn Tennis Association, and such other Associations as the Amateur Athletic Union, or any one of its Associations may hereafter approve of.

Any person knowingly competing against one who is disqualified or under sentence of suspension by the Amateur Athletic Union, or any of the aforementioned Associations, shall be himself suspended until the expiration of such sentence, or for such period as the Board of Managers of one of the Associations of the Amateur Athletic Union may deem proper.

No person shall be reinstated as an amateur who became a professional after February 18, 1893, and applications for reinstatement by persons who became professionals before that date shall be received and acted upon only by the Board of Governors of the Amateur Athletic Union.

Any person receiving compensation for services performed in an athletic club, or in any capacity in connection with athletic games, will be ineligible to compete in games under the rules of the Amateur Athletic Union until he shall have permanently abandoned such employment.

If, during any athletic contest under the rules of the Amateur Athletic Union, a competitor shall conduct himself in a manner unbecoming a gentleman, or offensive to the officials, spectators or competitors, the referee shall have the power to disqualify him from further competition at the meeting; and if he thinks the offence worthy of additional punishment shall promptly make a detailed statement of the facts to the Board of Managers of the Association in whose territory the offence was committed.

Any member of any club of either of the Associations of the Amateur Athletic Union who shall have been expelled from said club for unpaid indebtedness shall not be eligible to membership in any other club of any of the Associations of the Amateur Athletic Union, nor shall his entry be received in any games given by any Association of the Amateur Athletic Union, or by any club of any Association of the Amateur Athletic Union until such indebtedness is liquidated.

Whenever it shall seem reasonably certain that any amateur athlete has violated the rules of the Amateur Athletic

Union, the Board of Governors of the Amateur Athletic Union, or the Board of Managers of any of the Associations of the Amateur Athletic Union shall have power to suspend the suspected athlete from further competition until his case shall have been tried in the manner prescribed in the Constitution and By-Laws of the Association of the Amateur Athletic Union in whose territory the offence was committed.

When charges are brought against an individual which affect his status as an amateur, and suspicious circumstances are shown, which, in the judgment of the Board of Governors of the Amateur Athletic Union, or the Board of Managers of any of its Associations, render his real status a matter of reasonable doubt—inasmuch as the Amateur Athletic Union or its Associations have no power to compel the attendance and testimony of witnesses, and because the real facts are peculiarly within the knowledge of the accused, and therefore by him susceptible of proof, he shall be required to explain such suspicious circumstances and remove such reasonable doubt.

RULE IV.—THE OFFICIAL HANDICAPPER.

An Official Handicapper shall be employed by each Association of the Amateur Athletic Union.

It shall be his duty to handicap, without charge, all handicap games given by Clubs of the Association, and such others as he may be directed to by the Secretary of the Association, and he shall hold himself in readiness at all times to do such other work as the Board of Managers of the Association may direct.

He shall keep an official record of all athletes and their doings, and his books shall at all times be open to the inspection of any member of the Board of Managers.

He shall receive and handicap all entries furnished him by the proper parties up to the time and until he returns his lists, and no entry shall be handicapped at the post.

All fees for handicapping must be paid to the handicapper before he delivers the handicaps.

All Clubs or Associations, members of any of the Associations of the Amateur Athletic Union, and other registered and approved Clubs or Associations, must employ the Official Handicapper for their open handicap events, unless otherwise authorized by special permission of the Board of Managers of any Association of the Amateur Athletic Union, and all Clubs or Associations so doing shall, for this privilege, pay into the Treasury of the Association a given sum, to be governed as follows :

Meetings with entries not exceeding 100	\$ 5 00
Meetings of 100 entries and not exceeding 250 . . .	10 00
“ “ 250 “ “ “ “ 400 . . .	15 00
“ “ 400 “ “ “ “ 600 . . .	20 00
“ “ 600 “ “ “ “ 1,000 . . .	30 00

The total number of entries in all handicap events added together shall determine the number of entries, each name in each event counting for itself.

NOTE.—The fees charged by the handicappers of the Metropolitan and Atlantic Associations are 10 cents for each entry. No games will be handicapped for less than \$5.00.

RULE V.—PRIZES.

Any athlete found guilty of pawning or using his prizes in any way for a pecuniary gain shall be at once suspended from all competitions by the Board of Governors.

RULE VII.—RECORDS.

A new record at any distance in swimming, walking, running or hurdling, in order to stand, shall be timed by at least three Timekeepers, and a new record at jumping, pole vaulting, or in the weight competitions shall be measured by at least three Field Judges.

The Amateur Athletic Union will not recognize any new record, unless made in open competition, and unless a report of it is made to the Secretary of the Union, properly supported by the affidavits of the Referee, Timekeepers, Scorers, Starter and Field Judges, as the case may be, as to the correctness of the time, measurement, weather, hour of day and place, with signatures of at least six witnesses, including officials.

RULE VIII.—ELIGIBILITY TO LIMITED EVENTS.

The eligibility to compete in events that are limited to men who have never accomplished a certain time, distance or height in a given event, shall be determined by the competitor's record when the entries for such event closed.

RULE IX.—DEFINITION OF A NOVICE.

The sports over which the Amateur Athletic Union claims jurisdiction shall be divided into the following classes:

- | | |
|-------------------|---|
| 1. Base Ball. | 13. Putting the shot. |
| 2. Billiards. | 14. Quoits. |
| 3. Bowling. | 15. Racquets. |
| 4. Boxing. | 16. Rowing. |
| 5. Fencing. | 17. Running. |
| 6. Foot Ball. | 18. Sculling. |
| 7. Gymnastics. | 19. Skating. |
| 8. Hurdle Racing. | 20. Smimming. |
| 9. Jumping. | 21. Throwing the Hammer and
56-lb. weight. |
| 10. Lacrosse. | 22. Tug-of-War. |
| 11. Lawn Tennis. | 23. Walking. |
| 12. Pole Leaping. | 24. Wrestling. |

An athlete shall be held to be a novice in each of these 24 classes until he shall have won a prize in a competition in that class, open to the members of two or more clubs.

The winning of such a prize shall prevent his future competition as a novice in that class, although his entry may have been made made before he lost his standing as a novice.

RULE X.—ENTRIES.

All entries for competitions held under Amateur Athletic Union rules must be made on the entry forms adopted by the Amateur Athletic Union. They shall consist of two forms, one for organizations, clubs and associations, members of the Amateur Athletic Union, and one for individuals, clubs, associations and organizations not members of the Amateur Athletic Union. These forms or sample copies can be obtained of the Secretary of the Union.

RULE XI.—PROFESSIONAL CONTESTS FORBIDDEN.

No professional contest or exhibition for any prize or reward whatever shall be allowed at any games, meetings, or entertainment held under the rules of the A.A.U.

RULE XII.—REPORT.

Each Association of the A.A.U. must, within ten days after each meeting of the Association, or its Board of Managers, mail to the Secretary of the A.A.U. a copy of the minutes of said meeting. The Secretaries of the several Associations of the A.A.U. must forward to the Secretary of the A.A.U., copies of all official notices issued from their offices, at the time of such issue, said notices to include all those sent to the members of the Board of Managers, as well as to the clubs of the Association.

RULE XIII.—REPORT OF GAMES.

The Official Scorers and Measurers at all games given under the rules of the A.A.U. shall be required to deliver to the official Handicapper of the Association in whose territory the games are held, or to the Secretary of such Association, within twenty-four hours after the close of the games, the official scores of all contests at such meeting. The Clerk of the course at each meeting shall also be required to deliver in the same manner a complete list of all starters in each event.

RULE XIV.—RESTRICTIONS ON COMPETITIONS.

The restrictions of Section 2, Article X., of the Constitution refer to all sports over which the A.A.U. claims jurisdiction. For instance, a man who had rowed, or played lacrosse, or baseball for one club could not run, or jump, or swim for any other club within three months in any case, and not within twelve months without the consent of his former club.

ATHLETIC RULES

OF THE

AMATEUR ATHLETIC UNION

RULE I.—OFFICIALS.

SECTION 1. All amateur meetings shall be under the direction of :

A Games Committee,
One Referee,
Two or more Inspectors,
Three Judges at Finish,
Three or more Field Judges,
Three or more Timekeepers,
One Judge of Walking,
One Starter,
One Clerk of the Course,
One Scorer,
One Marshal.

SEC. 2. If deemed necessary, assistants may be provided for the Judge of Walking, the Clerk of the Course, the Scorer, and the Marshal, and an Official Announcer may be appointed.

RULE II.—THE GAMES COMMITTEE

in all championship meetings shall be constituted, have the jurisdiction, and perform the duties as prescribed by Article VIII. of the By-Laws.

The Games Committee at any club meeting shall be composed of members of the Club holding the meeting.

This Committee shall have jurisdiction of all matters not assigned by these rules to the Referee or other games officials. (See also Rule XV.)

RULE III.—THE REFEREE

shall decide all questions relating to the actual conduct of the meeting, whose final settlement is not otherwise covered by these rules.

He alone shall have the power to change the order of events as laid down in the official programme, and to add to, or to alter the announced arrangement of heats in any event. A referee has no authority, after heats have been duly drawn and published in a programme, to transfer a contestant from one heat to another.

When in any but the final heat of a race, a claim of foul or interference is made, he shall have the power to disqualify the competitor who was at fault, if he considers the foul intentional, and shall also have the power to allow the hindered competitor to start in the next round of heats, just as if he had been placed in his trial.

When in a final heat a claim of foul or interference is made, he shall have the power to disqualify the competitor who was at fault, if he considers the foul intentional, and he shall also have the power to order a new race between such of the competitors as he thinks entitled to such a privilege.

If, during any athletic contest under the rules of the Amateur Athletic Union, a competitor shall conduct himself in a manner unbecoming a gentleman, or offensive to the officials, spectators or competitors, the referee shall have the power to disqualify him from further competition at the meeting; and if he thinks the offence worthy of additional punishment shall promptly make a detailed statement of the facts to the Board of Managers of the Association in whose territory the offence was committed.

RULE IV.—THE INSPECTORS.

It shall be the duty of an inspector to stand at such point as the Referee may designate; to watch the competition closely, and in case of a claim of foul to report to the Referee what he saw of the incident.

Such Inspectors are merely assistants to the Referee, to whom they shall report, and have no power to make any decisions.

RULE V.—THE JUDGES AT FINISH

shall determine the order of finishing of contestants, and shall arrange among themselves as to noting the winner, 2d, 3d, 4th, etc., as the case may require.

Their decision in this respect shall be without appeal, and in case of disagreement a majority shall govern.

RULE VI.—THE FIELD JUDGES

shall make an accurate measurement, and keep a tally of all trials of competitors in the high and broad jumps, the pole vault, the weight competitions, and the tug of war.

They shall act as judges of these events, and their decisions shall likewise be without appeal. In case of disagreement a majority shall govern.

RULE VII.—THE TIMEKEEPERS

shall individually time all events where time record is called for. Should two of the three watches mark the same time and the third disagree, the time marked by the two watches shall be accepted. Should all three disagree, the time marked by the intermediate watch shall be accepted.

The *flash* of the pistol shall denote the actual time of starting.

In case only two watches are held on an event, and they fail to agree, the longest time of the two shall be accepted.

NOTE.—For record, however, three watches must be held on an event. See Rule VII., General Rules of the Amateur Athletic Union.

RULE VIII.—THE STARTER

shall have sole jurisdiction over the competitors after the Clerk of the Course has properly placed them in their positions for the start.

The method of starting shall be by pistol report, except that in time handicap races the word "go" shall be used.

An actual start shall not be effected until the pistol has been *purposely* discharged after the competitors have been warned to get ready.

When any part of the person of a competitor shall touch the ground in front of his mark before the starting signal is given, it shall be considered a false start.

Penalties for false starting shall be inflicted by the Starter, as follows:

In all races up to and including 125 yards the competitor shall be put back one yard for the first and another yard for the second attempt ; in races over 125 yards and including 300 yards, two yards for the first and two more for the second attempt; in races over 300 yards and including 600 yards, three yards for the first and three more for the second attempt ; in races over 600 yards and including 1,000 yards, four yards for the first and four more for the second attempt; in races over 1,000 yards and including one mile, five yards for the first and five more for the second attempt; in all races **over** one mile, ten yards for the first and ten more for the second attempt. In all cases the third false start shall prevent his competing in that event.

The Starter shall also rule out of that event any competitor who attempts to advance himself from his mark, as prescribed in the official programme, after he has given the warning to "get ready."

RULE IX.—THE CLERK OF THE COURSE

shall be provided with the names and the numbers of all entered competitors, and he shall notify them to appear at the starting line before the start in each event in which they are entered.

In case of handicap events from marks, he shall place each competitor behind his proper mark; shall immediately notify the Starter should any competitor attempt to advance himself after the Starter has warned them to "get ready;" and in time allowance handicaps shall furnish the Starter with the number and time allowance of each actual competitor.

He shall control his assistants, and assign to them such duties as he may deem proper.

RULE X.—THE JUDGE OF WALKING

shall have sole power to determine the fairness or unfairness of walking, and his rulings thereon shall be final and without appeal.

He shall caution any competitor whenever walking unfairly; the third caution to disqualify, except that he shall immediately disqualify any competitor when walking unfairly during the last 220 yards of a race.

He shall control his assistants, and assign to them such of his duties as he may deem proper.

RULE XI.—THE SCORER

shall record the order in which each competitor finishes his event, together with the time furnished him by the Timekeepers.

He shall keep a tally of the laps made by each competitor in races covering more than one lap, and shall announce by means of a bell, or otherwise, when the leading man enters the last lap.

He shall control his assistants, and assign to them such of his duties as he may deem proper.

RULE XII.—THE MARSHAL

shall have full police charge of the enclosure, and shall prevent any but officials and actual competitors from entering or remaining therein.

He shall control his assistants, and assign to them their duties.

RULE XIII.—THE OFFICIAL ANNOUNCER

shall receive from the Scorer and Field Judges the result of each event, and announce the same by voice, or by means of a bulletin board.

RULE XIV.—COMPETITORS

shall report to the Clerk of the Course immediately upon their arrival at the place of meeting, and shall be provided by that official with their proper numbers, which must be worn conspicuously by the competitors when competing, and without which they shall not be allowed to start.

Each competitor shall inform himself of the time of starting, and shall be promptly at the starting point of each competition in which he is entered, and there report to the Clerk of the Course.

Under no condition shall any attendants be allowed to accompany competitors at the start or during any competition, except in match races, where special agreement may be made.

RULE XV.—PROTESTS

against any entered competitor may be made verbally or in writing to the referee, or a member of the Games Committee, before or during the meeting. If possible the Committee shall decide such protest at once. If the nature of the protest or the necessity of obtaining testimony prevents an immediate decision, the competitor shall be allowed to compete under protest, and the protest shall be decided by the Games Committee within one week, unless its subject be the amateur standing of the competitor, in which case the Games Committee must report such protest within forty-eight hours to the Secretary of the A. A. U.

RULE XVI.—TRACK MEASUREMENT.

All distances run or walked shall be measured upon a line eighteen inches outward from the inner edge of the

track, except that in races on straightaway tracks the distance shall be measured in a direct line from the starting mark to the finishing line.

RULE XVII.—THE COURSE.

Each competitor shall keep in his respective position from start to finish in all races on straightaway tracks, and in all races on tracks with one or more turns he shall not cross to the inner edge of the track, except when he is at least six feet in advance of his nearest competitor.

The Referee shall disqualify from that event any competitor who willfully pushes against, impedes, crosses the course of, or in any way interferes with another competitor.

The Referee shall disqualify from further participation in the games, any contestant competing to lose, to coach, or to in any way impede the chances of another competitor either in a trial or final contest.

RULE XVIII.—THE FINISH

of the course shall be represented by a line between two finishing posts, drawn across and at right angles to the sides of the track, and three feet above which line shall be placed a tape attached at either end to the finishing posts. A finish shall be counted when any part of the winner's body, except his hands or arms, shall touch the tape at the finish line. The tape is to be considered the finishing line for the winner, but the order of finishing across the track line shall determine the positions of the other competitors.

RULE XIX.—HURDLES.

Different heights, distances and number of hurdles may be selected for hurdle races.

In the 120 yards hurdle race, ten hurdles shall be used; each hurdle to be three feet six inches high. They shall be placed ten yards apart, with the first hurdle

fifteen yards distant from the starting point, and the last hurdle fifteen yards before the finishing line. In the 220 yards hurdle race ten hurdles shall be used, each hurdle to be two feet six inches high. They shall be placed twenty yards apart, with the first hurdle twenty yards distant from the starting mark, and the last hurdle twenty yards before the finishing line.

In hurdle races of other distances and with different numbers of hurdles, the hurdles shall be placed at equal intervals, with the same space between the first hurdle and the starting point and the last hurdle and the finishing line, as between each of the hurdles.

In making a record it shall be necessary for the competitor to jump over every hurdle in its proper position.

RULE XX.—TIES.

In all contests whose results are determined by measurement of height or distance, ties shall be decided as follows:

In handicap contests the award shall be given to the competitor who received the least allowance. In case of a tie between two or more competitors who received the same allowance, the decision shall be made as in scratch contests.

In case of a tie in a scratch contest at high jumping or vaulting, the tying competitors shall have three additional trials at the height last tried, and if still undecided, the bar shall be lowered to the height next below, and three trials taken at that height. If no one clears it the bar shall be lowered again and again until one of the competitors clears it. In case of a second tie the award shall be given to the competitor who cleared the bar with the least number of trials.

In case of a tie in a scratch contest at any game decided by distance, each of the tying competitors shall have three additional trials, and the award shall be made in accordance with the distances cleared in these additional trials. In case of a second tie, three more trials shall be allowed, and so on until a decision is reached.

RULE XXI.—JUMPING.

SECTION 1. A fair jump shall be one that is made without the assistance of weights, diving, somersaults, or hand springs of any kind.

In all handicap jumps the scratch man shall be entitled to try last.

SEC. 2. THE RUNNING HIGH JUMP.—The Field Judges shall decide the height at which the jump shall commence, and shall regulate the succeeding elevations.

Each competitor shall be allowed three trial jumps at each height, and if on the third trial he shall fail, he shall be declared out of the competition.

Competitors shall jump in order as placed in the programme; then those failing, if any, shall have their second trial jump in a like order, after which those having failed twice shall make their third trial jump.

The jump shall be made over a bar resting on pins projecting not more than three inches from the uprights, and when this bar is removed from its place it shall be counted as a trial jump.

Running under the bar in making an attempt to jump shall be counted as a "balk," and three successive "balks" shall be counted as a trial jump.

The distance of the run before the jump shall be unlimited.

A competitor may decline to jump at any height in his turn, and, by so doing, forfeits his right to again jump at the height declined.

SEC. 3. THE STANDING HIGH JUMP.—The feet of the competitor may be placed in any position, but shall leave the ground only once in making an attempt to jump. When the feet are lifted from the ground twice, or two springs are made in making the attempt, it shall count as a trial jump without result.

With this exception the rules governing the **RUNNING HIGH JUMP** shall also govern the **STANDING HIGH JUMP**.

SEC. 4. THE RUNNING BROAD JUMP.—When jumped on earth a joist five inches wide shall be sunk flush with it. The outer edge of this joist shall be called the scratch line, and the measurement of all jumps shall be made from it at right angles to the nearest break in the ground made by any part of the person of the competitor.

In front of the scratch line the ground shall be removed to the depth of three and the width of twelve inches outward.

A foul jump shall be one where the competitor in jumping off the scratch line makes a mark on the ground immediately in front of it, and shall count as a trial jump without result.

Each competitor shall have three trial jumps, and the best three shall each have three more trial jumps.

The competition shall be decided by the best of all the trial jumps of the competitors.

The distance of the run before the scratch line shall be unlimited.

SEC. 5. THE POLE VAULT.—Poles shall be furnished by the club giving the games, but contestants may use their private poles if they so desire, and no contestant shall be allowed to use any of these private poles except by the consent of its owner. The poles shall be unlimited as to size and weight, but shall have no assisting devices, except one prong at the end.

No competitor shall during his vault raise the hand which was uppermost when he left the ground to a higher point of the pole, nor shall he raise the hand which was undermost when he left the ground to any point on the pole above the other hand.

The rules governing the **RUNNING HIGH JUMP** shall also govern the **POLE VAULT** for height, and the rules governing the **RUNNING BROAD JUMP** shall also govern the **POLE VAULT** for distance.

SEC. 6. THE STANDING BROAD JUMP.—The feet of the competitor may be placed in any position, but shall leave the ground only once in making an attempt to jump. When the feet are lifted from the ground twice, or two springs are made in making the attempt, it shall count as a trial jump without result.

In all other respects the rule governing the **Running Broad Jump** shall also govern the **Standing Broad Jump**.

SEC. 7. THE THREE STANDING BROAD JUMPS.—The feet of the competitor shall leave the ground only once in making an

attempt for each of the three jumps, and no stoppage between jumps shall be allowed. In all other respects the rules governing the Standing Broad Jump shall also govern the Three Standing Broad Jumps.

SEC. 8. RUNNING HOP, STEP AND JUMP.—The competitor shall first land upon the same foot with which he shall have taken off. The reverse foot shall be used for the second landing, and both feet shall be used for the third landing.

In all other respects the rules governing the Running Broad Jump shall also govern the Running Hop, Step and Jump.

RULE XXII.—PUTTING THE SHOT.

The shot shall be a solid sphere, made of metal and weighing at least 16 or 24 pounds, as the event may call for.

It shall be put with one hand, and in making the attempt it shall be above and not behind the shoulder.

The competitor shall stand in a circle seven feet in diameter, on four feet of the circumference of which shall be placed a board four inches high, at which the competitor must stand when the shot leaves his hand.

A fair put shall be one where no part of the person of the competitor shall touch in front of the circle or on the board in making the attempt.

A put shall be counted as foul if the competitor steps over the front half of the circle or on the board, before the measurement of his put is made.

The measurement of all puts shall be made from the nearest mark made by the shot to a point on the circumference of the circle, on a line with the object mark and the centre of the circle.

Foul puts and letting go the shot in making an attempt shall be counted as trial puts without result.

A board similar to the one in front may be used at the back of the circle.

The order of competing and number of trials shall be the same as for the running broad jump. Shots shall be furnished

by the Games Committee. Any contestant may use his private shot, if correct in weight and shape; in which case the other contestants must also be allowed to use it if they wish.

RULE XXIII.—THROWING 56 LB. WEIGHT.

SECTION 1. The weight shall be a sphere made of metal, with a metal handle attached. Their combined weight shall be at least fifty-six pounds, and the combined height shall be not more than sixteen inches.

All throws shall be made from a circle seven feet in diameter.

The competitor may assume any position he chooses in making an attempt.

Foul throws and letting go the weight in an attempt shall count as a trial throw without result.

The order of competing and number of trials shall be the same as for the running broad jump. Weights shall be furnished by the Games Committee. Any contestant may use his private weight, if correct in weight and shape; in which case the other contestants must also be allowed to use it if they wish.

SEC. 2. IN THROWING FOR DISTANCE.—A fair throw shall be one where no part of the person of the competitor shall touch in front of the circle in making an attempt.

A throw shall be counted foul if the competitor steps over the front half of the circle before his throw is measured.

The measurement of all throws shall be made from the nearest mark made by the sphere of the weight, to a point on the circumference of the circle, on a line with the object mark and the centre of the circle.

SEC. 3. IN THROWING FOR HEIGHT.—A barrel-head three feet in diameter shall be suspended in the air.

A fair throw shall be one where no part of the person of the competitor shall touch outside of the circle in making an attempt, and where any part of the weight or handle touches any part of the barrel-head.

A foul throw shall be one where the competitor touches outside of the circle before letting go the weight.

The measurement of all throws shall be from a point on the ground drawn directly under the lowest point of the barrel-head.

The order of competing and number of trials shall be the same as for the running high jump. Weights shall be furnished by the Games Committee. Any contestant may use his private weight, if correct in weight and shape; in which case the other contestants must also be allowed to use it if they wish.

RULE XXIV.—THROWING THE HAMMER.

The head and handle may be of any size, shape and material, provided that the length of the complete implement shall not be more than four feet and its weight not less than sixteen pounds.

All throws shall be made from a circle seven feet in diameter.

The competitor may assume any position he chooses in making an attempt.

A fair throw shall be one where no part of the person of the competitor shall touch outside the circle in making the attempt.

A throw shall be counted foul if the competitor steps over the front half of the circle before his throw is measured.

Foul throws and letting go of the hammer in an attempt shall count as trial throws.

The measurement of all throws shall be made from the nearest mark made by the head of the hammer to a point on the circumference of the circle, on a line with the object mark and the centre of the circle.

The order of competing and number of trials shall be the same as for the running broad jump. Hammers shall be furnished by the Games Committee. Any contestant may use his private hammer, if correct in weight and shape; in which case the other contestants must also be allowed to use it if they wish.

RULE XXV.—TUGS OF WAR.

Tugs of War shall be pulled on cleats made of wood, same to be at least four inches thick, six inches high and twenty-two inches long, and at least six feet six inches apart. The distance from the clamp in the centre to the first cleat on either side shall be not less than six feet.

The cleats shall be set on edge and bolted to the board.

The rope shall be a manilla, three stranded rope, not less than four and a half nor more than five inches in circumference. There shall be a clamp equidistant from the first cleat on either side, which shall be sufficient to hold the rope in position until released.

This clamp shall not make an appreciable kink in the rope. Any position may be assumed before the pistol is fired. No mechanical device shall be used for holding the rope. No belt other than one to protect the body shall be used. The flanges to hold the rope in place shall not be constructed so as to bind on the rope in any position that the anchor may assume. Leather shields and gloves may be used, and adhesive substances may be put on the same. The belt shall not weigh more than twenty pounds. Competitors shall not use weights in unlimited pulls, but in pulls limited to specified weights, competitors may use weights, providing the total weight of the team, including weights, does not exceed the limit.

The standard time limit for each pull shall be five minutes, and a rest of not less than ten minutes shall be allowed each competitor between trial pulls. A shorter or longer time limit may be agreed upon for other than championship contests.

When tugs of war are limited to teams of a given weight, competitors shall be weighed before competing. They shall be weighed as they pull; *i. e.*, including clothing, shoes, belt, etc.

The weighing in shall be done immediately before the pull.

No knot of any kind shall be tied in the rope, and the rope shall not be passed more than once around the body of the anchor.

In no case shall any man pull on more than one team in a contest, and no substitute shall be allowed to pull on any team that has pulled a trial.

In case a team gains 3 feet from its opponents, it shall be awarded the pull.

Immediately before the competition the captains of the opposing teams shall draw their numbers and compete as follows: To have a preliminary round of as many contests as the total number of teams exceeds 2, 4, 8, 16 or 32, and drop the losers. This leaves in 2, 4, 8, 16 or 32 teams, and the competition then proceeds regularly with no byes or uneven contests.

No pull shall be awarded by less than half an inch.

All competitors who have been beaten by the winner shall be entitled to compete for second place, and all who have been beaten by the winners of either first or second place shall be entitled to compete for third place.

The individual tug of war shall also be governed by the team rules, and the contestants must pull from the first cleat from the clamp.

RULE XXVI.—SWIMMING.

SECTION 1. Officials shall consist of one Referee, three Judges at the finish, three Timekeepers, one Starter, one Clerk of the Course, with assistants, if necessary.

SEC. 2. Duties and powers of these officials shall be the same as is prescribed for them in the foregoing Rules.

SEC. 3. In the 100 yards Swimming Race each competitor shall stand with one or both feet on the starting line, and, when the signal is given, shall plunge. Stepping back, either before or after the signal, will not be allowed.

SEC. 4. The start for longer races shall be the same as the 100 yards except that competitors may start in the water (tread-water start) from an imaginary line.

SEC. 5. Each competitor shall keep a straight course, parallel with the courses of the other competitors, from his starting station to the opposite point in the finish line. Competitors will be started ten feet apart, and each one is entitled to

a straight lane of water, ten feet wide, from start to finish. Any contestant who, when out of his own water, shall touch another competitor, is liable to disqualification from that event—subject to the discretion of the Referee.

SEC. 6. Each competitor shall have finished the race when any part of his person reaches the finish line.

Rules of Archery.

Two targets are needed, which should be placed from 40 to 120 yards apart. Each stand, when properly placed, is called "an end."

The distance from the stand to the target shall be, for ladies, 50 or 60 yards, and for gentlemen, 60, 80 or 100 yards.

The proper number of arrows as fixed by agreement, are then shot from one "end" to the other by each archer, when all walk to the other "end," extract such arrows as are fixed in the target, gather up those that have missed, and then shoot back at the opposite target. This is continued until the whole number of "ends" agreed upon have been shot.

The length of arrows shall be, for ladies, 25 inches; for gentlemen, 28 inches.

The centre of the target shall be four feet from the ground.

The string, when the bow is braced, must be exactly six inches from the centre of the bow for gentlemen, and five and a half inches for ladies.

The national round for ladies is 48 arrows at 60 yards and 24 arrows at 50 yards. For gentlemen, 72 arrows at 100 yards, 48 at 80 yards and 24 at 60 yards.

Targets are made of plaited straw faced with canvas and shall have a target face of muslin or linen upon the outside. From the bull's eye in the centre and painted gold, there shall be four concentric rings as follows: Red inner, blue, black and white. These rings must all be of exactly the same width, the largest itself being four feet diameter.

In scoring, gold or bull's eye counts nine; red, seven; blue, five; black, three, and white one.

When an arrow strikes on two rings the lowest is counted, unless otherwise agreed on.

No arrow shall be withdrawn from the target until scored by the captain, under penalty of losing its value.

The order of shooting shall be the same as the names are entered on the programme, and any one not ready in his turn must shoot last.

BUTT-SHOOTING.

Butts are mounds of earth sodded over with grass, and may be of any size desired. They are usually made of about the following form: Nine feet by six feet at the base, and diminishing to five feet by two at the top. When more than two are wanted, they are ranged in setts at a distance 30 yards apart and so disposed as not to stand in the way of each other, and forming a series of ranges of 30, 60, 90 and 120 yards. Against the butt is placed a small circle of pasteboard of any size desired, from three inches to one foot in diameter which is fastened by means of a peg driven into the butt, through the centre. Shots in the butt, missing the paper, are not scored, and of hits that one ranks highest which is nearest the peg.

ROVING.

This is so called because the archers rove from point to point, shooting at varying marks, such as trees, stumps, banks of earth, or any other objects that present themselves. The winner of the first chooses the next, and so on; the distance generally being from 100 to 200 yards, all arrows falling within five bow-lengths' scoring, if nearer to the mark than the arrows of the other archers.

FLIGHT-SHOOTING.

Flight-shooting is merely a trial of distance, the farthest shot winning. Of course, in a contest of this sort, much depends on the strength of the bow, and the weight and finish of the arrow.

CLOUT-SHOOTING.

The clout is a small white target of pasteboard, 12 inches in diameter, which is thrust into a cleft stick, and this is stuck into the ground obliquely, so as to bring the lower edge to the ground. The distance is generally from 50 to 200 yards, and the same rules apply as in roving.

BASKET BALL RULES.

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1. The ball is put in play as follows: The teams line up in their respective positions and the referee throws the ball up in the middle of the field. This is done at the beginning of the game, at the beginning of the second half, after each goal, when a foul has been made and whenever time has been called.

2. The ball may be thrown in any direction with one or both hands.

3. The ball may be batted in any direction with the open hand or hands.

4. The ball cannot be struck with the fists or kicked.

5. A player cannot run with the ball either in or out of bounds except as specified in rule 2. He must throw it from the spot on which he catches it, allowance to be made for a man who catches the ball while he is running, if he tries to stop. (This does not exclude turning around on the spot.)

6. The ball must be held by the hands; the arms, legs or body must not be used for holding it.

7. When the ball is passed from the field of play out of bounds in order to claim exemption from interference, or when it is passed between players, outside of bounds, the ball shall be given to the opponents.

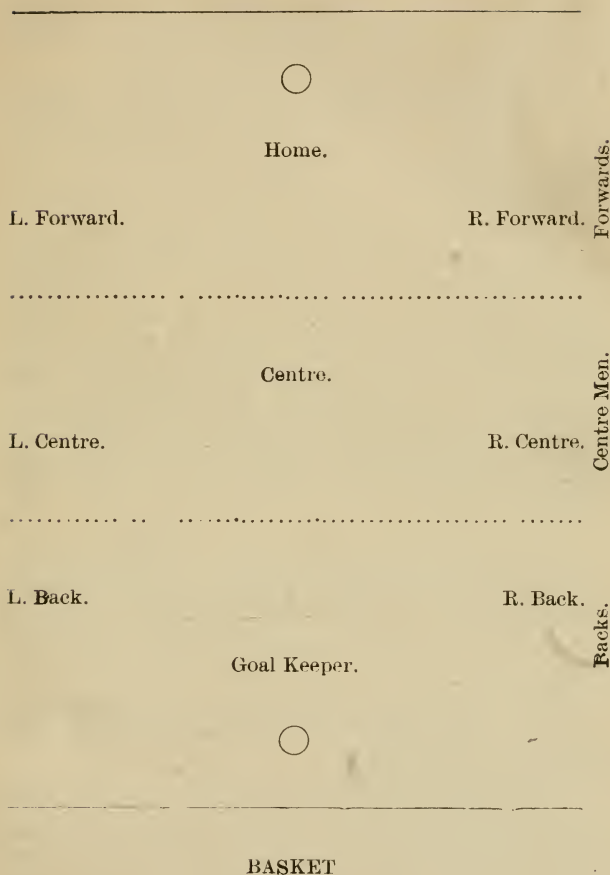


Diagram of Basket Ball—position of players.

8. When the ball is held by more than two men for any length of time, the referee shall blow the whistle and throw the ball straight up from the spot where it was held.

9. No shouldering, holding, pushing, tripping or striking shall be allowed. The first infringement of this rule shall count a foul, the second shall disqualify him but a substitute may take his place.

10. The ball is not out of bounds until it crosses the line.

11. When the ball goes out of bounds, it shall be returned by the side first holding it. The thrower in shall walk as directly towards the line as the apparatus, etc., will admit. He may then (1) bound it in and catch it, (2) throw it to some one in the field, or (3) roll it along the ground. He is allowed five seconds (to hold it) and if he holds it longer than that, it goes to the opponents. In case of doubt in the mind of the referee as to which side first held the ball, he shall throw it up in the field of play.

12. A foul is violation of rules 4, 5, 6, 9, 16 and 19.

13. A goal shall be made when a ball is thrown or batted from the ground into the basket (directly or by a rebound from the sides) provided it stays in. If the ball rests on the edge of the basket and an opponent moves the basket, it shall count as a goal.

14. The score shall be counted by points. A goal shall count 3 points, a foul 1 point for the opponents. A majority of points shall decide the game.

15. The goals must be protected against interference from the spectators, this protection to extend at least six feet on each side of the goal, and in case of a screen or other contrivance, to be at least six feet high. In case of doubt *in the mind of the referee or umpire* arising from the presence of the spectators, the visiting team shall have the benefit of the doubt.

16. Any persistent intentional delay of the game should be counted as a foul against the team so delaying.

17. The time shall be two halves of twenty minutes each or such time as the captains may mutually agree upon. This is time of actual play.

18. The referee shall be judge of the ball and decide when the ball is in play, to which side it belongs; shall keep the time, decide when a goal has been made; keep account of the goals and fouls made; and any other duties not discharged by the umpire.

19. The umpire shall be judge of the men, shall note the fouls made, report to the referee, keep an account of them, and notify the offenders. He shall have power to disqualify a player according to rule 9. In case any player is needlessly rough in his efforts to get the ball, the umpire shall warn him, even though he does not make a foul, and if he persists, the umpire shall call a foul upon him or even disqualify him if he thinks it necessary.

20. Any player has a right to get the ball at any time while it is in the field of play, provided only that he handles the *ball* and not the opponent.

21. The team shall consist of five men when the actual playing space is less than 1200 square feet, and nine men when it is more than this and less than 3600 square feet.

The position of umpire is a very responsible one and on his ruling depends, to a great degree, the value of the game. If he deliberately overlooks violation of the rules he is responsible for a great deal of unnecessary roughness and consequent ill feeling, but if he is firm and impartial in his decision he will soon win the respect of all, even those who suffered at the time.

A player may stand in front of the thrower and obstruct the ball, but he must not violate rule 9. One aim of the rules has been to eliminate rough play, and for this reason the umpire must interpret with this aim in view.

It is difficult for an umpire to see what every man is doing in every play, but if he watches where the ball is going to alight he may note the few men who are actually engaged in the play and may detect fouls. He does not need to watch the ball but the men. This will simplify the work of the umpire which is difficult at best.



LAWs OF BADMINTON.

AS ADOPTED BY THE BATH BADMINTON CLUB, BATH, ENGLAND.

1. The Net extends 8 feet on each side of the central line of the courts and at right angles to it. The height of the net is 5 feet at the centre, and 5 feet 1 inch at the posts.

NOTE.—The top of the Net should be supported by a stout cord tightly strained; an iron or other rod supported in the centre is bad. The Net should be of fine cord and $2\frac{1}{2}$ feet deep. The post should extend to the roof or ceiling. A side or stop net outside the post will assist in determining whether the play is outside the posts or not.

2. The Courts are laid out as follows :

At a distance of 6 feet 6 inches from the centre of the Net, the “short” service line is set off at right angles to the central line and extending 10 feet on each side of it.

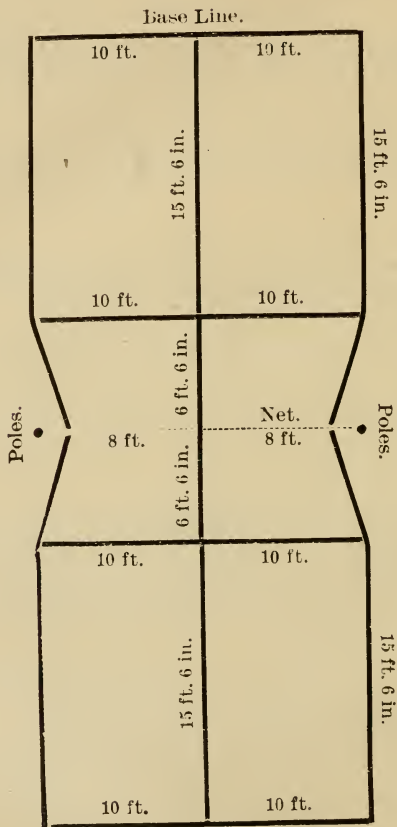
At 15 feet 6 inches from this line the base line is drawn parallel to it, and also extending 10 feet on each side of the central line.

The Court is completed by joining the ends of the “short” service line to the ends of the Net nearest to them, and to the ends of the bank boundary or base line.

The central line is terminated, on each side, by the “short” service line and the back boundary or base line.

3. The sides toss for choice of ends or service before the first game of a Match, and change to the other side of the Net after each game. If the winner of the toss chooses the right to serve, the losers shall have choice of sides, and *vice versa*.

CORRECT DIAGRAM OF A BADMINTON COURT.



4. The single-handed and double-handed game consists of 15 aces. At "13 all," the side which first reaches 13 has the option of "setting" *five*; at "14 all," of "setting" *three*. In three-handed or in four-handed games, the game consists of 21 aces. First set is at 19 all; second set is at 20 all.

5. A Fault made by a player whose side is "in" puts a hand out; if made by a player whose side is "out" it counts an "ace" to the "in" side.

6. It is a *fault*—

(a.) If the service is "overhand," *i. e.*, when, at the instant of striking the shuttlecock, the server's bat or wrist is higher than his elbow or shoulder; or if the first part of the path of the shuttlecock is inclined downwards.

(b.) If the service falls into the wrong court, *i. e.*, not into the one diagonally opposite to the server.

(c.) If the service falls *short* of the service line or *outside* the bounding lines.

(d.) Unless both the server's feet are in his own court.

NOTE.—A foot on a line is held to be out of court.

(e.) If, either in service or play, the shuttlecock fall outside the bounds of the court.

NOTE.—A shuttlecock falling on any line is held to have fallen in the court of which such line is a boundary, i. e., the striker gets the benefit of the doubt.

(f.) If, either in service or play, the shuttlecock does not pass between the posts, or if it pass under or through the net, or touch the *roof*, or the *person or dress of any player*, or the *side walls*, or ANYTHING except the bat of the striker, or the top of the net.

(g.) If the shuttlecock be hit twice intentionally by the same player, and be touched or hit by a player or his partner.

(h.) If the shuttlecock be struck before it crosses to the striker's side of the net.

(i.) If the striker touch the Net or its supports with his racket or otherwise.

7. It having been decided, as laid down in Rule 3, which side is to have the first hand, the player in the right-hand court of

that side commences the game by serving to the player in the adverse right-hand court; if that player return the shuttlecock, it must be hit back by the "in" side and then returned by the "out" side till a *fault* is made by one side or the other. If the fault is made by the "in" side, the server's hand is "out," and the player in the right-hand adverse court now becomes the server; but if the serve is not returned, or the *fault* is made by the "out" side, the "in" side scores an *ace*. The "in" side then changes courts, the server now being in the left court and serving to the adverse left court. The game is continued in this manner, court being changed after each *ace* is made. The service line is disregarded after the serve is returned.

8. The sides go in alternately to the end of the match.

9. The innings of a side always begin with the player in the right-hand court.

10. Serves must be made alternately from each court into the one diagonally opposite to it.

11. The server may stand anywhere he likes in his own court.

12. In 2, 3 and 4 handed games, the side beginning a game has only one hand in its first innings if there are 2 a side, and only two hands if there are 3 a side. In every subsequent innings, each partner of a side has a hand in regular rotation.

13. In a 2 handed game, only the person served to may take the serve; but in a 3 or 4 handed game, the player standing back may take the serve if the shuttlecock has passed the player in front without being touched.

14. No player of a side, except in single games, may take two consecutive serves.

15. The server may not serve till his opponent is ready, but if a return of the service be attempted the player shall be deemed ready.

16. Any unforeseen or accidental hindrance may be given a "Let" by the Umpire on appeal from either side before the next service commences or before the players have changed sides at the end of a game. A *let* cannot be claimed if an attempt has been made to strike the shuttlecock,

BETTING RULES.

From Goodwin's Official Turf GUIDE.

1. In all bets there must be a possibility to win when the bet is made; "you cannot win when you cannot lose."

2. If a horse entered by an incorrect or insufficient description is for that reason disqualified and prevented from running, bets on that horse are void.

3. Bets follow the prize or stakes. If, however, a horse that comes in first is disqualified through an objection made *after the race* to the validity of his engagement, the bets shall go to him, provided his engagement was in good faith, and he is of the right age, and in other respects has not transgressed the rules of racing; but if the owner of a horse, or a person on his behalf, succeed by mis-statement or fraudulent device in starting him for a race for which he was not qualified, the bets will go with the prize or stakes, whether any objection be made either before or after the race.

4. All bets are play or pay, unless otherwise stipulated,

5. All double bets must be considered play or pay.

6. Confirmed bets cannot be off, except by mutual consent or by failure to make stakes at the time and place which may have been agreed upon, in which case it is optional with a bettor not in default to declare then and there that the bet stands. If at the time specified for making stakes, the horse or horses backed are dead or struck out of the engagement, and a start has not been stipulated, the bettor against them need not, while the backer must, deposit his stake. If there is no stipulation when the bet is made for the deposit of stakes, they cannot be demanded afterward.

7. All bets on matches or private sweepstakes depending between any two horses shall be void, if those horses subsequently become the property of the same person or his avowed confederate.

8. All bets between designated horses are void, if neither of them is placed in the race; except bets between designated horses started for a race of heats, but not starting for a third heat, which are determined by their places in the second heat, and bets between such horses and a horse starting for a third heat, which are won by the latter, even though he be distanced afterward.

9. Any bet made from signal or indication when the race has been determined shall be considered fraudulent and void.

10. The person who lays the odds has a right to choose a horse or the field; when a person has chosen a horse, the field is what starts against him. If odds are laid without mentioning the horse before the race is over, the bet must be determined by the state of the odds at the time of making it.

11. When a certain number of horses are taken against the field, and among them are horses struck out of the engagement, or disqualified, or even never engaged, the bet nevertheless stands, so long as there remains one horse which is qualified to start at the time the bet is made.

12. On the postponement of a race bets stand, but if any change be made in the conditions of a race, bets made before the change are void.

13. Bets made on horses winning any number of races within the year shall be understood to mean between the 1st of January and 31st of December.

14. If a bet is made between two horses with the condition of a specified forfeit, and both horses start, either party may declare forfeit, and the person making this declaration would pay the forfeit, if the other horse is placed, but would receive nothing in the event of his horse being placed.

15. Money given to have a bet laid shall not be returned, though the race be not run.

16. Bets made after a race that a winner will be disqualified, stand, even if no objection be made.

17. When a horse has been assigned his position by the starter, stipulations for a start are complied with.

18 Bets are void on the decease of either party before the race.

19. Bets on a match for which a dead heat is run are void.

20. When horses run a dead heat for a purse or sweepstakes, and the owners divide, all bets between such a horses, or between either of them and the field, are settled by putting together the money betted and dividing it equally.

A bet on a horse that runs a dead heat against a beaten horse is won.

21. Double event bets are determined when the first event is lost.

22. If two of "triple events" or either of "double events" are decided in the backer's favor and the other results in a dead heat, the money is put together and divided equally.

If one of "triple events" is decided in the backer's favor and two result in dead heats, the money betted is put together and divided into four parts one of which goes to the backer.

23. The following conditions govern bets made on the course on the day of the race :

When the number of a horse has been exhibited all bets on him stand, unless otherwise ordered by the Executive Committee.

If a horse is disqualified for incorrect weight, bets on him are not affected by the disqualification, if he carried not less than the weight on the official programme or as corrected on the notice board; nor shall disqualification for error of registration affect such bets.

LAWS OF BICYCLING.

1894.

EXTRACTS FROM CONSTITUTION AND BY-LAWS.

CONSTITUTION.—ARTICLE III., SECTION 9.

CLASS A.

AMATEUR RULE.—An amateur of Class A is one who has not engaged in, nor assisted in, nor taught cycling or any other recognized athletic exercise for money or other remuneration, nor knowingly competed with or against a professional for a prize of any description; or who, after having forfeited his amateur status, has had the same restored by a unanimous vote of the National Assembly, L. A. W. A cyclist ceases to be an amateur of Class A by:

(a). Engaging in cycling or other recognized athletic exercises, or personally teaching, training or coaching any person therein, either as a means of obtaining a livelihood, or for a wager, money prize or gate money.

(b). Competing with a professional or amateur of Class B, or making the pace for, or having the pace made by, such in public or for a prize.

(c). Selling, pawning, exchanging, bartering or otherwise turning into cash, or in any manner realizing cash upon any prize won by him.

(d). Accepting directly or indirectly for cycling any remuneration, compensation or expense whatever.

(e). In this class no prize shall exceed fifty dollars in value, and such prizes shall be limited to medals, diplomas, plate, jewelry and cycle sundries only.

(f). An amateur of Class A may not compete outside of his own state, at a distance greater than 200 miles, by the ordinary channels of travel, from his legal residence, except by special permission from the member of Racing Board in charge of his district.

(g). A cyclist does not forfeit his Class A status by teaching the elements of cycling solely for the purpose of effecting the sale of a cycle; nor shall the business of cycle manufacturers and bona fide agents, as such, be considered in determination of their amateur status.

(h). License may be granted by unanimous vote of the Racing Board for a special competition in any year between the recognized champions of Classes A and B, the prize rules of Class A to govern the contest.

(i). Any amateur who neglects or refuses to answer questions touching his status in Class A to the satisfaction of the Racing Board and

within thirty days shall be transferred to Class B, and shall have no further opportunity for hearing or appeal.

CLASS B.

An amateur of Class B shall be a cycle rider who may be in the employ of, and have his traveling and training expenses paid by, a manufacturer of cycles, club or other parties interested in cycling, but shall not compete for a cash or divisible prize, nor realize upon any prize won by him, except as hereinafter provided. One also who has ridden for any prize valued at over \$50 or of different descriptions from that allowed in Class A. A cyclist ceases to be an amateur of Class B by:

(a). Engaging in cycling or other recognized athletic sports or exercise, for a wager, money prize or gate money.

(b). Competing with a professional, or making pace for, or having the pace made for himself by such in public or for a prize, except as hereinafter provided.

(c). Selling, pawning, or otherwise turning into cash, or in any manner realizing cash upon any prize won by him, except that prizes may be exchanged or bartered provided there is in no case a cash bonus received.

(d). Competing in a cycle race on the track for a prize value of more than \$150, except in the case of special sanction having been given by the Racing Board for a greater value prize at any special meeting.

(e). A cyclist does not forfeit his amateur status in this class by teaching the elements of cycling.

(f). Any amateur of Class B who neglects or refuses to answer questions touching his amateur status, to the satisfaction of the Racing Board, inside of thirty days, shall be declared to have forfeited his amateur status.

(g). The League recognizes as athletic exercises, in addition to cycling, all sports over which the Amateur Athletic Union, The National Association of Amateur Oarsmen and other amateur athletic organizations have jurisdiction.

PACEMAKING.

By a special sanction, granted upon a unanimous vote of the Racing Board, permission may be granted in Class B to employ professional pacemakers in any event or record trial, where the importance of same may be warranted as set forth in application for said sanction.

BY-LAWS.—ARTICLE IV., SECTION 7.

(a). To the Racing Board shall be referred all matters pertaining to racing and the championships. It shall make all arrangements for the annual championships which are held under League auspices, and shall assign such other championships as are now or may be established, to be run under the auspices of such clubs or associations as it may

consider most desirable, and under such conditions as it may deem expedient.

(b). It shall be the duty of the Board to make inquiry regarding any wheelman whose amateur status in either class is questioned, and all protests or charges shall be entered with the chairman of the Board who shall provide for an investigation by a member or members of the Board. Pending investigation, the party against whom these charges are brought may be suspended from the track. Suspicious circumstances, which are, in the judgment of any member of the Board, sufficient to make a status of any wheelman a matter of reasonable doubt, shall be the basis of an investigation in the absence of formal protest or charges. The member or members to whom the work of investigation is assigned, shall immediately communicate with the party under suspicion, either in person or by registered letter, lay all charges before him, or set forth the circumstances which lead to a reasonable doubt, and call for an answer to the charges or a satisfactory explanation of the circumstances which give rise to the doubt. If the charges are proved, or the reasonable doubt is not removed, it shall be the duty of the chairman to report the findings in the official organ, declaring that the party has forfeited his amateur status, and warning all amateurs not to compete with him; and such official declaration shall carry with it expulsion from the League if the person concerned is a member thereof.

(c). The Racing Board shall have the right in considering and determining questions that affect the amateur status of any cyclist to act upon any kind of evidence, circumstantial or direct.

At the termination of the investigation by the member in charge, his findings shall be submitted to the chairman, who upon direct evidence may expel, and upon circumstantial evidence order a vote of the entire board, a majority vote of which shall expel.

(d). Any cyclist who has been expelled shall have the right to appeal only to the National Assembly of the L. A. W., and shall be reinstated only by vote of such assembly, upon a competent showing of error on the part of the Racing Board.

(e). The Racing Board, through its chairman, shall have the right of censorship over the character of prizes offered in cycle races, and may withhold or withdraw the sanction to race promoters, providing its decision in excluding any prize is not complied with.

(f). It shall be within the province of the Racing Board to suspend from the race track, for such a time as it may deem proportionate to the offense, any wheelman guilty of unfair dealing in connection with cycle racing, or ungentlemanly conduct on the track, or any wheelman who competes in a race not governed by the rules of the L. A. W., or those that may be approved by the Racing Board. Any wheelman who knowingly competes with one who has been suspended will render himself liable to a like penalty.

(g). Whenever permission is granted to an amateur of Class A to compete at greater distance from his legal residence than allowed by the rule, the member of Racing Board granting same shall require a certified itemized statement of expenses, with receipts and vouchers; and shall notify chairman at once that said permission has been granted.

(h). The Racing Board shall have the power to make such rules for its government and the government of cycle race meetings as may be deemed expedient, and may appoint one or more official handicappers at its discretion.

The following will be considered as unfair dealing and ungentlemanly conduct and render the offender liable to a suspension:

1. Entering a class race to which his record does not give him the right of entry.
2. Suppression of true figures and rendering of false figures to the official handicappers.
3. The use of obscene language on the track.
4. Swearing at other competitors and at race officials.

GENERAL RULES.

A. Any amateur wilfully competing at races not held under the rules of the Board, or rules approved by the Board, or who shall enter a Class A event in violation of rules governing same, shall be liable to suspension from the race track for such a time as the Racing Board may determine; and amateurs are notified that to compete against any rider who has been suspended will render them liable to the same penalty.

Any person under suspension who shall enter or compete in any race in public, or for a prize, shall be liable to further suspension, for such contempt of rules, at the discretion of the National Racing Board.

B. Promoters of race meets must in all cases apply to the member of the National Racing Board in charge of the District in which the event or events are to be run, for official sanction. If it shall appear that there will be a confliction of dates and interests, the first application under this rule shall have precedence, to be decided by said member of the Board, and notice of such race meet or event must be forwarded to the Chairman of the National Board by the members in charge.

All other conditions being equal, the preference shall be given to the League club.

State division meets shall in all cases be granted sanctions, upon filing application at least thirty days prior to holding of same.

In event of the holder of a sanction finding it impossible to secure a track for date of same, sanction may be withdrawn and awarded to some other club or person.

Athletic clubs shall, in all cases, be granted a sanction, where but two cycling events are to be run in connection with a general athletic

programme. Where it is desired to hold more than two events the rule regarding confdictions shall apply.

Any amateur competing at a race meet or event, not thus officially sanctioned, shall be suspended at the option of the Board.

C. The Racing Board will receive and pass upon all claims for records, either competition or time.

The standard table of recognized records shall be $\frac{1}{4}$, $\frac{1}{8}$, $\frac{1}{2}$, $\frac{3}{4}$, 1 mile and all even miles upward; no intermediate distances.

Competition record must be made at an open meeting.

Records against time may be made at an open meeting, or in private, and may be made with or without pacemakers. Records made at private trials will only be allowed, if at least two weeks' notice has been given the chairman of the Board that such attempts are to be made. The referee of such trials shall be a properly accredited representative of the L. A. W., appointed by the chairman upon application, and there shall be at least twelve witnesses present, to attest to the correctness of the record.

Claimants must furnish a statement from the judges and time-keepers, together with a sworn statement from a competent surveyor, certifying the measurement of the track. When a claim for a record has been proved to the satisfaction of the Board, the record shall be published in the official organ, and stand as record on the books of the Board. No claim for record made at a meeting not governed by League rules will be considered. No claim for record made on the Lord's day will be considered. The Board will enter no competition record on its books that is not made at an open meeting of which at least one week's notice has been given. A competition record must be made in a race between men.

No records, made with the assistance of other than recognized cycling machines, propelled by man power, will be accepted.

D. Tracks shall be measured on a line drawn eighteen inches out from a well-defined, fixed and continuous inner curb or pole, and no record shall be allowed on a track otherwise measured.

E. The Board reserves the right to exclude from the racing path any and all machines which, in its judgment, do not come within the commonly accepted meaning of the terms "bicycle" and "tricycle," either by peculiarity of construction or by undoubted mechanical advantages which they may possess.

F.—1. The National L. A. W. championship events shall be as follows: One-quarter, one-half, one mile, two mile and five mile "safety" bicycle.

2. Each L. A. W. Division may contest under the supervision of its Division Racing Board, events to be known as Division Championships. These may be corresponding to the National Championships, or otherwise, as each Division Racing Board may decide.

No prizes except medals, suitably inscribed, shall be given to, or received by any cyclist competing in Division championships.

The Chairman of the National Racing Board shall have power to appoint Division Racing Boards, and fill vacancies therein, when not provided for in a Division's constitution or by-laws. Each Division Racing Board shall have entire charge of all matters pertaining to the running of the championships of its Division. The Division championships shall be contested at such place or places as the Division Racing Board may determine, but shall be assigned only to League clubs. Division championships are open to any League member of Class A residing in the Division.

3. The National championships shall be contested annually between July 15th and October 15th, at such place as the Racing Board may determine. National championships are open to all amateur wheelmen of Class A and Class B, resident of the United States, and the trophies for National championships shall be medals to cost in no case more than Fifty dollars per set of three (gold, silver and bronze respectively), to become the property of the winners, and to be struck from dies owned by the League.

5. The Racing Board shall give at least thirty days' notice of the location and date of the National championships. Division Racing Boards shall, within their own division, give at least fourteen days' notice of the location and date of the Division championships; and no conflict of dates will be allowed, provided, however, that in case such notice has been properly given, and it is found necessary for good reasons to postpone to some date within fourteen days of the original date, the first notice will be considered sufficient under this rule.

No city or county championship shall be granted unless approved by the Division Board.

6. Privilege to hold State championships in states where no Division of the League has been formed may be granted to clubs or authorized associations, where the importance of the meeting is sufficient to warrant the Racing Board's special sanction.

G.—1. The Board shall appoint seven or more League handicappers, giving to each a special district at its discretion, who shall, for a stated fee, attend to the classification and handicapping of racing men. Classifications shall be based upon the actual time made by the man entering, for the distance of the class race under consideration (see Rule 28). Handicaps shall be based on the ability as well as record of the contestants. Handicaps shall be framed and the men classified before the day of the race, shall appear on the programme, and shall not be changed during that day's meeting.

2. Entries to handicap and class races shall close seven days prior to contest to allow time for proper investigation. All entries must be accompanied by a statement of best two performances, and all entries not so accompanied shall be thrown out by the handicapper.

3. Entrance fee to all races must in all cases be paid in advance, and failure to so pay shall be sufficient reason for disqualification by the Executive Board of the race meet.

Providing a contestant shall have ridden and won a prize, and for any reason his fees shall not have been paid or collected, he shall be given thirty days in which to pay same, and at the expiration of that time the management of the races may sell said prizes for its own account, and the contestant shall forfeit all claims to same.

5 Promoters of races must send to the official handicapper of the district in which the races are to be held a complete list of entries, accompanied by entry blanks in all handicap and class races, not later than five days previous to the date of races. Any contestant in a handicap or class race, not handicapped or classified by the district handicapper, shall be liable to suspension from the race track for such a time as the Racing Board may determine, except that in closed club or school races, the captain of such club or school may do the handicapping. All entry blanks shall become the property of the League, and shall be in charge of the district handicappers. Promoters of race meeting shall send to the official handicapper of their races, and to the member of the Racing Board granting sanction for same, within one week after a race meeting, an official programme of the meet, giving the times and of the first and second man in each event.

Failure to comply with this rule will result in refusal of further sanctions.

Programmes shall show the address, city and state of each rider, and shall state which events are for Class A or Class B riders. A caution shall appear on programme to the following effect:

"Notice to Riders.—All races on this programme are limited as follows: Class A—Riders that reside in this state or live within 200 miles of place of meet, and the prizes for which do not exceed \$50. Class B—Such races that have prizes exceeding \$50 in value, and open to any amateur rider, under Class B definition, according to L. A. W. rules."

Riders are cautioned that to ride in Class B races or to violate any clause of Class A, will make them ineligible to future events in Class A.

The value of each prize shall appear, and where a value is brought into dispute, the retail price of same shall govern the settlement.

Race promoters shall not advertise the intended presence of any racing man, unless a notice in writing to that effect is in their possession, signed by the man advertised.

No further sanctions shall be granted to any meet promoter evading these rules.

An obligation rests on racing men to appear at race meets, where definite promises have been given to do so.

Any racing man after having given such promise, and failing to give notice within at least two weeks previous to the holding of meet for which he is advertised, to the managers thereof that he will not be present, shall be suspended from all track racing for a period to be determined by the chairman of Racing Board.

6. A fee of twenty-five cents may be charged for each handicap, and ten cents for each classified entry, to be paid by the club or promoters of the race meeting for which the handicapping and classifying is done.

7. No open betting shall be permitted. The officials of a race meeting (see Rule 2) shall not bet upon the results of any race. Officials found guilty of violating this rule shall be debarred from holding official positions at race meetings for such time as the Racing Board may determine.

TRACK RULES.

1. Entries and awards in amateur events shall be confined strictly to amateurs, as defined by the two-class amateur rule of the L. A. W., and persons entering for these races who are not members of cycle or other athletic clubs whose rules of membership exclude professionals, must satisfy the Executive Board that they are not professionals, either by their own statements in writing or otherwise.

2. The officers of all race meetings and cycling events shall be a referee, who must be an amateur wheelman, three judges at the finish, three time-keepers, one starter, one clerk of the course with assistants if necessary, and one umpire for each turn in the track, or more, at option of the referee. The referee, judges, and clerk of the course shall constitute the Executive Board.

3. The referee shall have general supervision of the race meeting. He shall give judgments on protests received by him; shall decide all questions or objections respecting foul riding or offences which he may be personally cognizant of, or which may be brought to his attention by an umpire or other officers. He shall act as he may think for the best in cases of misconduct by attendants, and shall disqualify any competitor for the event, day or meet, who may become liable to disqualification. He shall decide all questions whose settlement is not otherwise provided for in these rules. His decision in all cases shall be final, providing his decision does not conflict with any of these racing rules, in which case a protest must be made, prizes held and an appeal made to the Racing Board.

4. The judges shall decide the positions of the men at the finish. In case of disagreement, the majority shall decide. Their decision shall be final and without appeal.

5. The time keepers shall compare watches before the races are started, and shall note any variance; they shall each time, every event, and in case of disagreement the intermediate time of the three watches shall be the official time. Time shall be taken from the flash of a pistol. In case two watches of the three mark the same time, that shall be the official time.

6. The scorer shall record the laps made by each competitor, the order of the men at the finish as given him by the judges, and the time

as given him by the time keepers. He shall indicate the commencement of the last lap by ringing a bell as the riders pass over the mark for the final lap.

7. It shall be the duty of the starter, when it has been reported to him by the clerk of the course that all the competitors are ready, to see that the time-keepers are warned, and before starting the men to say, "Mount"; in a few seconds after to say, "Are the timers ready? Are the starters ready?" and if no reply to the contrary be given, to effect the start by report of a pistol. Should the pistol miss fire, the start may be made by the word "Go." The starter shall announce to the competitors the distance which they are to ride. The starter may, at his discretion, put back for a distance any competitor starting before the signal is given. In case of a false start, the competitors shall be called back by the starter by the ringing of a bell and re-started.

Any competitor refusing to obey shall at once be disqualified.

In handicap events the starter shall post a man one hundred feet in front of the limit man, and in case of false starts the man so placed shall drop a flag at a signal from the starter, agreed on before the race is run.

In case of a fall within thirty feet of the scratch line, the contestants shall be recalled by the starter by the ringing of a bell and the race started over again.

8. The clerk of the course shall call competitors in ample time for each event, and see that they are provided with numbers properly worn. He shall report the contestants to the scorers, see that they are on their appointed marks, and call their numbers for the scorers as they cross the line at the end of each lap.

9. It shall be the duty of an umpire to stand at such part of the field as the referee may direct, to watch closely the riding and immediately after each race to report to the referee any competitor or competitors whose riding he may consider unfair, to the end that the referee, before making any decision, may be credibly informed by an official as to the facts.

10. It shall be the duty of the Executive Board to pass upon any questionable entry, and they shall have the power to make any alteration in the programme that they may deem necessary or to disqualify intending competitors without any protests being lodged by another competitor.

11. No persons whatsoever shall be allowed inside the track except the officials of the meet. The handicapper of the meet shall at all times, however, have track privileges. Authorized persons shall wear a badge. Competitors or pacemakers not engaged in a race actually taking place shall not be allowed inside or on the track. No one shall be allowed to "coach" competitors on the track.

12. Any competitor making a false entry shall be disqualified and debarred from any place or prize, and will be liable to suspension from

the race tracks. The liability of all entry blanks as made out, shall rest upon the contestant for whom it is sent in, whether personally filled out or otherwise.

Any competitor in a Class A race who neglects to give his legal residence or who gives other than his legal residence as such, shall be considered to have made a false entry and will be subject to the penalty for false entries.

13. Choice or change of machine and choice of cost shall not be limited, except that shirt shall not bare shoulder, and breeches must extend to the knee. Referee must insist on the enforcement of this rule.

Riders may register with the chairman of the Racing Board, colors to be worn by them in cycle races. In sending applications for same, the combination, or way in which colors are to be worn, must be given. The colors selected will be entered and published as assigned to the party making application, and all subsequent applicants for same will be notified to select some other combination.

In races distinctly stated on the programme of events to be for a particular class of machine, this rule shall not apply so far as choice and change of machine are concerned. Safety bicycle races shall be limited to machines whose driving wheel does not exceed thirty-six inches in diameter. "Ordinary" bicycles and "safety" or "tandem" safety bicycles, shall not be ridden in the same race except by permission of the chairman of the Racing Board. Race promoters desiring to bar out a certain type or style of machine must give notice of such intention on both entry blank and programme, in order that racing men may understand the conditions under which they are to compete.

14. Every competitor will receive, in the dressing room, a number corresponding to his number on the programme, which must be worn on his back or right shoulder, during the race. He shall inform himself of the times at which he must compete, and await the call of the clerk in the dressing room.

15. The drawing for positions in each event shall be done by the promoters of the meeting, and the positions of the men shall appear on the programme. When it becomes necessary to draw for positions of the grounds, the work shall be done by the clerk and starter in conjunction. In heat races, the winner of the first heat shall take the pole in the next succeeding heat. When races are run in heats and a final, the winner of the fastest heat shall take the pole in the final. Only the winners of positions in the trial heat shall compete in the final.

16. All starts shall be from the inside of the track, and, except in a flying start event, shall be from a standstill, with the left hand towards the curb, and the machines shall be held in position by an attendant (the front wheel touching the starting line) until the signal is given by starter. Attendants, when pushing off competitors, must keep behind

the mark from which the competitor actually starts. Should any part of the attendant's body touch the track in front of the mark, the competitor may be disqualified. Any competitor shall be at liberty, with the consent of the referee, to start from a mark behind the one allotted him in the race, but in such a case, as in all others, the point of contact of the front wheel of the machine with the ground shall be considered the starting mark, and the same rule shall apply.

17. The finish of all races shall be judged by the first part of the front wheel which touches the tape fastened flat on the ground at the winning post.

18. Riders shall pass on the outside (unless the man passed be dismounted) and must be at least a clear length of the cycle in front before taking the inside. The inside man must allow room for his competitor to pass on the outside. A competitor overtaking another may pass between him and the pole if there be ample room, but he does so at his own risk, and should a foul be claimed, the referee must decide whether the rider was justified in his course. Riders are cautioned that they must not pass inside, except as a last resort.

19. Any competitor guilty of foul riding shall be disqualified, and debarred from any place or prize and will be liable to suspension from the race tracks.

20. Any protest against a competitor respecting his qualification as an amateur or as to his proper class, must be lodged with the referee before starting; and any protest respecting foul riding or breach of rules must be made to the referee immediately after the heat is finished. A competitor, upon being disqualified, shall forfeit any entry fee he may have paid.

21. Competitors may dismount during a race at their pleasure, and may run with their cycles if they wish to, but they must keep to the extreme outside of the path whenever dismounted. If a rider be dismounted by accident or to change his machine, an attendant may hold his machine while he mounts it, and he shall so mount at the extreme outside of the path.

22. Any wheelman found guilty of unfair dealing in connection with cycle racing, or of ungentlemanly conduct on the race track, shall be suspended from the race tracks for such a time as may be deemed proportionate to the offence. (See Clause D, Section 7, Article IV, of By-Laws, page 10 of rules.)

23. The referee may place a time limit on any race. The time limit shall not be announced to the contestants, until their arrival at the tape preparatory to the start of the race. If the competitors finish within the limit they shall receive the prizes. If they fail to so finish, and the referee is convinced by their riding and the time that they endeavored to reach the limit, he may award the prizes. It shall be his privilege to withhold any prize, if in his opinion any competitor did not try to win the race.

24. In order to secure a special prize offered for the fastest time made at a stated distance, the successful competitor must have ridden the entire distance of the race in which he makes his record.

25. If, in any race, by reason of accident or withdrawal, only one contestant remains upon the track, the referee may call such contestant from the track and award him the first prize. If a competitor in a race for any distance not exceeding three miles, shall fall behind a quarter of a mile or if he shall fall behind half a mile, in a race of any greater length, he shall be adjudged distanced by the referee, and shall be called from the track. Pacing, if attempted, shall disqualify both the competitor and pacemaker.

A general pacemaker may be put in any race by the race promoter, having previously notified the referee of the fact. He shall assist no single rider, but shall act to increase the speed of the race in general. He shall be entitled to any place or prize he may win, may be rewarded by a special prize within the limits of his class, but cannot accept a cash remuneration.

26. The officers of a race meeting (see Rule 2) shall not be permitted to compete in any race at a race meeting with which they are officially connected.

The handicapper shall not be permitted to compete in any race with which he is officially connected.

27. A novice race is open only to those who have never won a prize in a track race, and shall be the first race of the meet.

28. A class race is only open to those who, up to date of the closing of entries, have not won the first position in a track race or trial heat in the same or better time than the class under consideration.

29. In a lap race, the position of the first three men shall be taken at the finish of every lap. The first man shall score three points, the second man shall score two points, the third man shall score one point, and no others shall score. The contestant who crosses the line first at the finish shall for that lap score four points. The competitor who scores the greatest number of points, shall be declared the winner; but any contestant, in order to secure a prize, must ride the entire distance and be within 150 yards of the finish when the first man crosses the tape at the end of the last lap. Any competitor failing to comply with this rule shall be disqualified.

30. In a team race the position of the first number of men corresponding to the number of teams starting shall be taken at the end of each lap.

The first man shall count a number of points equal to the number of teams starting, the second one less, and so on.

On the final lap the first man shall be credited with one extra point and the others as above.

The team scoring the greatest number of points shall be declared the winner.

A team shall be limited to three riders, each of whom shall have been

a member of the club entering the team for at least three months previous to date of event. Each team member must also have resided within five miles of the city or town where the club has its headquarters for at least six months previous to the date of contest.

31. The contestants in the run-and-ride shall be started on foot in the usual manner, and umpires shall be stationed on the track at the mounting and dismounting stations, who shall take account of the fairness of mounting and dismounting. Mounting before reaching, or dismounting after passing the station, shall be sufficient cause for disqualification. The alternating distance shall be one-quarter of the distance of the entire race.

32. In a heat race, the position of each rider must be taken at the finish of each heat. The first man shall count a number equal to that of the contestants in the first heat, the second man shall count one less, the third two less, and so on. The competitor who scores the greatest number of points shall be declared the winner.

33. Entries in a consolation race shall be limited to those who have won no prize in any event of the meeting; provided, however, if only a single prize is given in the team race, members of the winning team shall not be considered to have won a prize and shall be eligible to the consolation race.

34. Any club or race promoters desiring to place upon their list of events a race of different nomenclature than those given above, must first explain the nature of the event to the chairman of the National Racing Board and obtain his consent. The consent having been obtained, they shall print upon the entry blank and the programme of the day, a rule to define the race, that the officials and contestants may clearly understand the conditions of the contest.

35. Any attendant, trainer or manager who shall, in the judgment of the Racing Board, by reason of unfair conduct, coaching, blackmailing schemes, attempts to extort money from race promoters, or other ungentlemanly action detrimental to the amateur racing interests of the League, may by a majority vote of the Racing Board, be ruled off the race tracks and prohibited from exercising his vocation, or appearing on the track at any race meet held under these rules, for such a time as the Board may determine. Violation of this rule will result in withdrawal of sanction privileges from promoters permitting such infringement, and suspension from racing of racing man accepting service from such attendant during suspension.

36. Ignorance of any of the foregoing rules will not be considered a valid excuse for violation.

A printed copy of the above rules may be had of any member of the Racing Board by inclosing a stamp for return postage.

Conditions of Sanction.

As Adopted by the Racing Board of the L. A. W., 1894.

Programmes must contain a notice similar to the following: Held under sanction of L. A. W. Racing Board and L. A. W. Rules.

An obligation rests on the recipient of this sanction, to mail at the conclusion of the meet for which it is granted, a copy of the programme with the name of each *starter* in each race checked, to the member of the Racing Board granting same. *No further sanctions will be granted unless this is done at once.*

The racing men are divided in two classes. Class A, men who ride only in their own state or 200 miles from their legal residence, and for prizes not exceeding \$50 in value, which must consist of medals, diplomas, plate, jewelry and cycle sundries only, and who are not allowed any expenses whatever, or payment from manufacturers.

Class B.—Includes all men, other than the above, but who have not been declared professionals. A list of Class B, men may always be found in the last issue of the Official League paper, and should be referred to before programme is made up.

A Class B rider may not compete for a prize value of over \$150, unless special permission for greater prize values has been given to this meet.

A Class A, rider must hold a special permit to ride outside the two hundred mile limit and exhibit same to be allowed to ride.

The legal residence, city and state of each rider must appear on programme.

The following explanation must appear on programme, and enter blank.

Notice to Riders. All races on this programme are limited as follows: Class A.—Riders that reside in this state or live within 200 miles of place of meet, and the prizes for which do not exceed \$50. Class B—Such races that have prizes exceeding \$50 in value, and open to any rider, under Class B definition, according to L. A. W. rules.

Riders are cautioned that to ride in Class B or to violate any clause of Class A will make them inelligible to future events in Class A.

NOTE. As the racing men will be punished for promising to ride at a meet and then failing to appear, without good reason, you as a race promoter are requested to refrain from advertising any man until you have his bona fide entry or his promise in writing to be present.

LAW OF BOWLS.

—* A RINK. *—

1. When two, three, four, or any number of players, not exceeding eight, form sides and commence a game, they make what is called a rink. Eight players, that is four on each side, make a complete rink, and are classed as leaders, second and third players, and drivers. Each player plays two bowls, so that when a rink is complete sixteen bowls are played in all. In the absence of one player, his side is permitted to play his bowls, which are called "odd." A toss up decides which party is to play first. One bowl of each side is played alternately. The space or division of the green is also commonly called a rink.

2. The number of players in a rink is not to exceed eight. When there are four players in a side, the last party admitted to play second or third, as his driver may direct; but the leaders and drivers retain their position until the game is finished.

LEADERS.

3. The first player, or leader, to place the cloth and throw the jack. Before throwing the jack, he shall announce to the driver the result of the last end or state of the game, as instructed, and shall also be guided by him as to where to throw the jack.

DRIVERS.

4. Drivers shall have the sole charge of their respective rinks, and their instructions shall be implicitly obeyed by the other players. They may appoint substitutes to direct when they play themselves. They should be judges of all disputed points, and, if agreeing, their decision is final; if not, the matter to

be decided by an umpire appointed by them. No person should direct except the drivers and their substitutes, although the players on the same side may consult with or advise them. As soon as a bowl is greened, the driver must retire two yards at least from the jack, in order that the opposing party may witness the effects of the play. The second players should mark the game as called out by the leaders.

SPACE.

5. Previous to beginning a match game, the numbers of each unoccupied space should be put into a bag and one drawn out, within the limits of which the play of the party or rink must be confined, unless otherwise agreed upon. Promiscuous games may be played without having recourse to drawing, but the play in like manner must be limited to the space.

POINTS.

6. An ordinary game shall consist of nine points, competition games, of 25 points; but general match games may be determined either by number or time, as agreed upon. When more than one rink is engaged in the same match, the points of each to be added together, and the gross number to decide the contest.

PLACING THE MAT.

7. The mat should not be moved from the place where it has been properly put at the beginning of the game; and if moved by accident, it should be at once replaced. When playing, the player should have at least one foot on the mat.

THROWING THE JACK.

8. The throwing of the jack and playing first to be decided by toss-up or ballot, subsequently to be thrown by the leader of the side which secures the last head. If not thrown 20 yards, or if it run into the ditch after the first end, the opposite party to have the privilege of throwing it anew, but not of playing first. If it run within a yard of the ditch, it may be moved from one to two yards from it by either party. If it run too near the side of the space, it must be moved to a sufficient distance to allow both fore and back hand play.

ORDER OF PLAY.

9. Which side is to play first is usually decided by a toss-up. The two leaders bowl about until all their bowls are played. The second players follow, playing all theirs, and so on. While the play is going on, the drivers should stand at the jack, for the purpose of directing the players on their side, until their own turn of play arrives.

MARKING THE GAME.

10. After the whole of the bowls have been played, the side having the nearest bowl to the jack counts one for each of whatever bowls they may have nearer to the jack than the nearest bowl of the other side.

11. The jack, after being once played to, except when in the ditch, is not to be touched or interfered with in any manner, otherwise than by the effects of the play, until the game is counted and both parties are satisfied.

12. When the jack is run into the ditch by a bowl in the regular course of the game, the place where it rests should be marked, and the jack may be placed on the edge of the green, so that the succeeding players may see where to play to. It must, however, be returned to its place in the ditch immediately on their bowl being played, so that it may be liable to be acted on by any toucher that may be driven into the ditch. Should the jack be run against the bank, and rebound on to the green by the effect of the play, it is to be played to the same as if it had not touched the bank.

THE JACK "BURNED."

13. When the jack or bowls are interfered with or displaced, otherwise than by the effects of the play, they are said to be "burned." When the jack is burned by a neutral party the end must be begun afresh. If burned by any of the players, the opposing party to have the option of playing out the end or beginning anew.

BOWLS.

14. Bowls are made of *lignum vitæ*, and at a match must not exceed $16\frac{1}{2}$ inches in circumference, nor be loaded in any man-

ner. In running, they ought to have a bias of at least one yard in thirty on an ordinary green.

DITCHES.

15. A bowl which runs off the green, or is driven off it by the effects of the play, and which has not previously touched the jack, is called a "ditcher" and must be immediately removed to the bank. Should a ditcher under any circumstances return to the green it must be removed.

TOUCHERS.

16. A bowl which on being played touches the jack is called a "toucher," and counts the same as any other bowl, wherever it may rest. A bowl which, after it stops running, falls over and touches the jack, is not to be reckoned a toucher if another bowl has been played. Touchers ought to be distinguished by a chalk or other mark.

TOUCHERS IN THE DITCH.

17. A toucher in the ditch should have the place where it rests marked, so that, if accidentally burned or shifted by a ditcher, it can be replaced. A toucher in the ditch can only be interfered with by another toucher.

"BURNED" BOWLS.

18. If a bowl, while running, is accidentally "burned" by another party, or by an opponent, it shall be in the option of the party playing to let it rest or play it over again. If "burned" by his own side, it may be put off the green. When a bowl while at rest is "burned" by the side to which it belongs, it may be removed from the green. If "burned" by a neutral party or by an opponent, it is to be replaced as near to its original position as possible.

19. No party to play until his opponent's bowl has ceased to run. A bowl so played may be stopped, and caused to be played again.

BOWLS COMING TO REST.

20. After the last bowl of an end stops running, a half minute to be allowed, if required, before counting the game.

PLAYING BY MISTAKE.

21. When a bowl is played by mistake, if belonging to the opposite side, it is to be replaced by the player's own bowl. If belonging to the players's side it must remain.

PLAYING OUT OF ORDER.

22. If a bowl is played out of turn, the opponents may stop the bowl, allow it to remain where it rests, or cause it to be played over again in its proper order. If it has moved either jack or bowls, the opponents to have power to cause the end to be begun anew. A bowl not played in order cannot afterwards be played if the second succeeding bowl has been greened.

CHANGING BOWLS.

23. No player to change his bowls during the game without permission from the opposite side.

ODD BOWLS.

24. When the sides of a rink are unequal in number, they are to be balanced by the deficient party playing odd bowls. When the side playing the odd bowls consists of two or more, the first and second players each to play one of them.

25. Under no circumstances is a cap or other object to be laid on the green, or placed on a bowl or the jack; but a cap or any other object may be held over one or the other, or in front of either, for the guidance of the player.

RESULT OF EACH END.

26. After an end is played, neither jack nor bowls to be touched until both sides are satisfied. When two or more bowls are touching each other, they are not to be disturbed or removed until the result of the end is declared. When apart, each bowl may be removed and counted as soon as it is admitted to be a shot by the losing side. No measuring allowed during the playing of an end.

ONLOOKERS.

27. All players, while looking on, to stand jack high at least, and, unless acting as directors, not within three yards of the jack.

28. Many of the preceding rules have no penalties attached to them, and all are framed on the understanding that none of them will be wilfully violated. When any of them are violated that have penalties annexed, the penalty cannot be enforced after the next played bowl has stopped.



RULES FOR SKITTLES.

1. That all pins be knocked down, but should one remain standing it shall be considered an extra "go."

2. That if a pin be hit off the frame, and still stands up, it shall be considered "down;" but if any part of the pin touch the frame it shall be an "up" pin.

3. That should the ball rebound from the sides or back of the ground, and knock down a pin, it shall be considered foul, and must be set up again. If a pin, however, be hit by the play of the ball, it shall considered fair.

4. That if a pin falls and rests upon two pins (or ball and pin), it shall be considered "down;" but if resting on one pin only, as an "up" pin.

5. That all wood lying behind the centre corners of the frame, if no part lie over the frame may be removed at the option of either of the players.

6. That the number of goes be limited to five.

7. That all ties be decided by the first throw.

Rules of the American Amateur Bowling Union of the United States.

(Adopted September 10, 1892.)

1. These rules shall be known as the Rules of the American Amateur Bowling Union.

2. The game to be played shall be the American Ten Frame Game, and shall be played on a regulation alley with regulation pins and balls.

3. A regulation alley shall not be less than forty-one and shall not exceed fort-two inches in width, and shall have a run, back of the foul line, of at least fifteen feet. The spots on the alley shall be twelve inches apart from centre to centre. The gutters shall incline down from a point about opposite the head pin to the pit, so that the gutter, where it enters the pit, shall be at least four inches in depth below the surface of the alley. The pit shall be at least ten inches in depth below the surface of the alley. No cushions shall be attached to the partitions between, or at the sides of the alleys or gutters, at any point opposite the pins; but the partitions may be covered with one layer of leather, only, not exceeding one-half an inch in thickness. The outside of the said covering shall not be less than twelve inches from the centre of the nearest corner pin spot.

4. A regulation pin shall be fifteen inches in height, two-and-a-quarter inches in diameter at the bottom, fifteen inches in circumference at the body or thicket part (four-and-a-half inches from the bottom), five inches in circumference at the neck (ten inches from the bottom), and seven-and-three-quarters inches in circumference at the thickest part of the head (thirteen-and-a-half inches from the bottom.)

5. A regulation ball shall not exceed twenty-seven inches in circumference.

6. In the playing of match games a line shall be drawn across the alleys and gutters, and continued upward at right angles at each

end, if possible, the centre point of which line on the alley shall be sixty feet from the centre of the head-pin spot.

7. Match games shall be called at eight o'clock P.M., and must be started at or before 8.30 P. M. Should either club fail to produce any of its men at the latter hour the captain of the team present may claim the game.

8. In match games an equal number of men from each club shall constitute the teams. In case a club shall not be able to produce a full team, it may play, but the opposing club may play its full team if present.

9. In playing, two alleys only shall be used; the players of the contesting teams to roll successively, and but one frame at a time, and to change alleys each frame. The game shall consist of ten frames on each side. All strikes and spares made in the tenth frame shall be rolled off before leaving the alley, and on the same alley as made. Should there be a tie at the end of the tenth frame, play shall continue upon the same alley until a majority of points upon an equal number of frames shall be attained, which shall conclude the game.

10. Players must play in regular rotation, and after the first frame no changes shall be made in players of their position unless with the consent of the captains.

11. A player in delivering a ball must not step on or over the line, nor allow any part of his body to touch on or beyond the line, nor any portion of his foot to project over the line, while at rest, until after the ball has reached the pins. Any ball so delivered shall be deemed foul, and the pins made on such ball, if any, shall be respotted. Should any ball delivered leave the alley before reaching the pins, or any ball rebound from the back cushion, the pins, if any, made on such balls shall not count, but must be respotted. All such balls to count as balls rolled. Pins knocked down by pin or pins rebounding from the side or back cushion shall count as pins down.

12. The deadwood must be removed from the alley after each ball rolled. Should any pins fall in removing the deadwood, such pins must be respotted.

13. In all match games two umpires shall be selected by the captains of the competing teams, to be stationed at the points and to respectively perform the duties they may agree upon.

14. In all match games there shall be two scorers appointed, one by the captain of each team, whose duty it shall be to keep a correct

record of the game, and at the conclusion thereof sign their names to the score.

15. The umpire shall take great care that the regulations respecting the balls, alleys, pins and all the rules of the game are strictly observed. They shall be the judges of fair and unfair play at their respective stations, and shall determine all disputes and differences which may occur during the game. They shall take special care to declare all foul balls immediately upon their delivery, unasked, and in a distinct and audible voice. They shall in every instance, before leaving the alley, declare the winning club and sign their names to the scores. The decision of either of the umpire, respecting matters at their stations, shall in all cases be final.

16. Neither umpires nor scorers shall be changed during a match game, unless with the consent of the captains of the teams.

17. No person engaged in a match game as umpire or scorer shall be directly or indirectly interested in any bet upon the game.

BOXING RULES

— OF THE —

AMATEUR ATHLETIC UNION.

1. In all open competitions the ring shall not be less than 16 feet or more than 24 feet square, and shall be formed of 8 stakes and ropes, the latter extending in double lines, the uppermost line four feet from the floor and the lower line two feet from the floor.

2. Competitors to Box in regulation athletic costume, in shoes without spikes, or in socks, and to use boxing gloves of not more than 8 ounces in weight.

3 Weights to be: Bantam, 105 lbs. and under; Feather, 115 lbs. and under; Light, 135 lbs. and under; Middle, 158 lbs. and under; Heavy Weight, 158 lbs. and over.

4. Any athlete who weighs in and then fails to compete, without an excuse satisfactory to the Games Committee, shall be suspended for six months.

5. In all open competitions the result shall be decided by two judges with a referee. A time-keeper shall be appointed.

6. In all competitions the number of rounds to be contested shall be three. The duration of rounds in the trial bout shall be limited to three minutes each. In the "finals," the first two rounds will be three minutes each, and the final round four minutes. The interval between each round shall be one minute.

7. In all competitions, any competitor failing to come up when time is called shall lose the bout.

8. Immediately before the competition each competitor shall draw his number and compete as follows: To have a preliminary round of as many contests as the total number of contestants exceeds 2, 4, 8, 16 or 32, and drop the losers. This leaves in 2, 4, 8, 16 or 32 contestants, and the rounds then proceed regularly with no byes or uneven contests.

9. Each competitor shall be entitled to the assistance of one second only, and no advice or coaching shall be given to any competitor by his second, or by any other person during the progress of any round.

10. The manner of judging shall be as follows: The two judges and referee shall be stationed apart. At the end of each bout, each judge shall write the name of the competitor who in his opinion has won, and shall hand the same to the announcer (or master of ceremonies). In case the judges agree, the master of ceremonies shall announce the name of the winner, but in cases where the judges disagree, the master of ceremonies shall so inform the referee, who shall thereupon himself decide.

11. The referee shall have power to give his casting vote when the judges disagree to caution or disqualify a competitor for infringing rules, or to stop a round in the event of either man being knocked down, providing that the stopping of either of the first two rounds shall not disqualify any competitor from competing in the final round to decide the competition in the event of either man showing so marked a superiority over the other that a continuation of the contest would serve only to show the loser's ability to take punishment. And the referee can order a further round, limited to two minutes, in the event of the judges disagreeing.

12. The decision of the judges or referee, as the case may be, shall be final.

13. In all competitions the decision shall be given in favor of the competitor who displays the best style, and obtains the greatest number of points. The points shall be : For attack, direct clean hits with the *knuckles* of either hand, on any part of the front or sides of the head, or body above the belt ; defense, guarding, slipping, ducking, counter-hitting or getting away. Where points are otherwise equal, consideration to be given the man who does most of the leading off.

14. The referee may disqualify a competitor who is boxing unfairly, by flicking or hitting with the open glove, by hitting with the inside or butt of the hand, the wrist or elbow, hitting or catching hold below the waist, or hitting when down (one knee and one hand or both knees on the floor), butting with the head or shoulder, wrestling or roughing at the ropes, using offensive and scurrilous language, or not obeying the orders of the referee.

15. All competitors who have been beaten by the winner shall be entitled to compete for second place, and all who have been beaten by the winners of either first or second place shall be entitled to compete for third place.

16. Any athlete who competes in a boxing contest of more than four rounds shall be suspended for such stated period as may be determined by the Board of Managers of the association of the A. A. U. in whose territory the offense was committed.

17. In the event of any question arising not provided for in these rules, the referee to have full power to decide such question or interpretation of rule.

MARQUIS OF QUEENSBURY RULES.

1. To be a fair stand-up boxing match in a twenty-four foot ring or as near that size as practicable.
2. No wrestling or hugging allowed.
3. The rounds to be of three minutes' duration, and one minute time between rounds.
4. If either man fall, through weakness or otherwise, he must get up unassisted, ten seconds to be allowed him to do so, the other man meanwhile to return to his corner, and when the fallen man is on his legs the round is to be resumed and continued until the three minutes have expired. If one man fails to come to the scratch in the ten seconds allowed, it shall be in the power of the referee to give his award in favor of the other man.
5. A man hanging on the ropes in a helpless state, with his toes off the ground, shall be considered down.
6. No seconds or any other person to be allowed in the ring during the rounds.
7. Should the contest be stopped by any unavoidable interference, the referee to name time and place, as soon as possible, for finishing the contest; so that the match must be won and lost, unless the backers of both men agree to draw the stakes.
8. The gloves to be fair-sized boxing gloves of the best quality, and new.
9. Should a glove burst, or come off, it must be replaced to the referee's satisfaction.
10. A man on one knee is considered down, and if struck is entitled to the stakes.
11. No shoes or boots with springs allowed.
12. The contest in all other respects to be governed by the revised rules of the London Prize Ring.

RULES

OF THE

LONDON PRIZE RING.

1. The ring shall be made on turf, and shall be four-and-twenty feet square, formed of eight stakes and ropes, the latter extending in double lines, the uppermost line being four feet from the ground, and the lower two feet from the ground. In the centre of the ring a mark be formed, to be termed a scratch.

2. Each man shall be attended to the ring by two seconds and a bottle-holder. The combatants, on shaking hands, shall retire until the seconds of each have tossed for choice of position, which adjusted, the winner shall choose his corner according to the state of the wind or sun, and conduct his man thereto; the loser taking the opposite diagonal corner.

3. Each man shall be provided with a handkerchief of a color suitable to his own fancy, and the seconds shall entwine these handkerchiefs at the upper end of one of the centre stakes. These handkerchiefs shall be called "Colors," and the winner of the battle at its conclusion shall be entitled to their possession as the trophy of victory.

4. The two umpires shall be chosen by the seconds or backers to watch the progress of the battle, and take exception to any breach of the rules hereafter stated. A referee shall be chosen by the umpires, unless otherwise agreed on, to whom all disputes shall be referred; and the decision of this referee, whatever it may be, shall be final and strictly binding on all parties, whether as to the matter in dispute or the issue of the battle. The referee shall be provided with a watch for the purpose of calling time; the call of that referee only to be attended to, and no other per-

son whatever shall interfere in calling time. The referee shall withhold all opinion till appealed by the umpires, and the umpires strictly abide by his decision without dispute.

5. On the men being stripped it shall be the duty of the seconds to examine their drawers, and if any objection arises as to insertion of improper substances therein, they shall appeal to their umpires, who, with the concurrence of the referee, shall direct what alterations shall be made.

6. The spikes in the fighting boots shall be confined to three in number, which shall not exceed three-eighths of an inch from the sole of the boot, and shall not be less than one-eighth of an inch broad at the point ; two to be placed in the broadest part of the sole and one in the heel ; and in the event of a man wearing any other spikes, either in toes or elsewhere, he shall be compelled either to remove them or provide other boots properly spiked, the penalty for refusal to be a loss of the stakes.

7. Both men being ready, each shall be conducted to that side of the scratch next his corner previously chosen ; and the second on the one side, and the men on the other, having shaken hands the former shall immediately leave the ring, and there remain until the round be finished, on no pretense whatever approaching their principles during the round, without permission from the referee. The penalty to be the loss of the battle to the offending parties.

8. At the conclusion of the round when one or both of the men shall be down, the second shall step into the ring and carry or conduct their principles to his corner, there affording him the necessary assistance, and no person whatever be permitted to interfere in his duty.

9. On the expiration of thirty seconds the referee appointed shall cry "Time," upon which each man shall rise from the knee of his second and walk to his own side of the scratch unaided ; the seconds immediately leaving the ring. The penalty for either of them remaining eight seconds after the call of time to be the loss of the battle to his principal ; and either man failing to be at the scratch within eight seconds shall be deemed to have lost the battle.

10. On no consideration whatever shall any person except the seconds and the referee be permitted to enter the ring during the battle ; nor till it shall have been concluded ; and in the event of of such unfair practice, or the ropes or stakes being disturbed or removed, it shall be in the power of the referee to award the victory to that man who, in his honest opinion, shall have the best of the contest.

11. The seconds shall not interfere, advise or direct the adversary of their principal, and shall refrain from all offensive and irritating expressions, in all respects conducting themselves with order and decorum, and confine themselves to the diligent and careful discharge of their duties to their principles.

12. In picking up their men, should the second willfully injure the antagonist of their principal, the latter shall be deemed to have forfeited the battle on the decision of the referee.

13. It shall be a fair "stand up fight," and if either men shall willfully throw himself down without receiving a blow, *whether blows shall have been previously exchanged or not*, he shall be deemed to have lost the battle ; but this rule shall not apply to a man who in a close slips down from the grasp of his opponent to avoid punishment, or from obvious accident or weakness.

14. Butting with the head shall be deemed foul, and the party resorting to this practice shall be deemed to have lost the battle.

15. A blow struck when a man is thrown or down shall be deemed foul. A man with one knee and one hand on the ground, or with both knees on the ground, shall be deemed down ; and a blow given in either of these positions shall be considered foul, providing always that, when in such position, the man so down shall not himself strike, or attempt to strike.

16. A blow struck below the waistband shall be deemed foul, and in a close, seizing an antagonist below the waist, by the thigh or otherwise, shall be deemed foul.

17. All attempts to inflict injury by gouging, or tearing the flesh with the fingers or nails, and biting shall be deemed foul.

18. Kicking, or deliberately falling on an antagonist with the knees or otherwise when down, shall be deemed foul.

19. All bets shall be paid as the battle money after a fight is awarded.

20. The referee and umpires shall take their positions in front of the centre stake, outside the ropes.

21. Due notice shall be given by the stakeholder of the day and place where the battle money is to be given up, and he be exonerated from all responsibility upon obeying the direction of the referee; all parties be strictly bound by these rules; and in future, all articles of agreement for a contest be entered into with a strict and willing adherence to the letter and spirit of these rules.

22. In the event of magisterial or other interference, or in case of darkness coming on, the referee (or stakeholder in case no referee has been chosen) shall have the power to name the time and place for the next meeting, if possible on the same day, or as soon after as may be. In naming the second or third place the nearest spot shall be selected to the original place of fighting where there is a chance of its being fought out.

23. Should the fight not be decided on the day all bets shall be drawn, unless the fight shall be resumed the same week, between Sunday and Sunday, in which case the referee's duties shall continue and the bets shall stand and be decided by the event. The battle money shall remain in the hands of the stakeholder until fairly won or lost by a fight, unless a draw be mutually agreed upon, or, in case of a postponement, one of the principals shall be absent, when the man in the ring shall be awarded the stakes.

24. Any pugilist voluntarily quitting the ring previous to the deliberate judgment of the referee being obtained shall be deemed to have lost the fight.

25. On an objection being made by the seconds or umpire the men shall retire to their corners, and there remain until the decision of the appointed authorities shall be obtained: if pronounced "foul" the battle shall be at an end, but if "fair," "time" shall be called by the party appointed, and the man absent from the scratch in eight seconds after shall be deemed to have lost the fight. The decision in all cases to be given promptly and irrevocably, for which purpose the umpires and the referee should be invariably close together.

26. If a man leaves the ring, either to escape punishment or for any other purpose without the permission of the referee, unless he is involuntarily forced out, shall forfeit the battle.

27. The use of hard substances, such as stones or sticks, or of resin in the hand during the battle shall be deemed foul, and on the requisition of the seconds of either man the accused shall open his hands for the examination of the referee.

28. Hugging on the ropes shall be deemed foul. A man held by the neck against the stakes or upon or against the ropes shall be considered down, and all interference with him in that position shall be foul. If a man in any way makes use of the ropes or stakes to aid him in squeezing his adversary he shall be deemed the loser of the battle, and if a man in a close reaches the ground with his knees his adversary shall immediately loose him or lose the battle.

29. All glove or room fights be as nearly as possible in conformity with the foregoing rules.

MOUNTED BROADSWORD RULES.

Contestants shall be required to furnish their own horses, weapons, and equipments, and no allowance will be made for the failure to continue the contest for want of same.

All contests must be fought with regulation broadswords.

Contestants will toss for choice of position before the attack.

When the trumpeter sounds the signal for the attack, the contestants shall gallop their horses to the center and meet right hand to right hand and continue the attack on the other for a space of two minutes, which shall be considered the length of each round; referee to decide the winner of each round at the expiration of it; nine two minute rounds shall constitute the battle; the referee and judges shall give their decision to the contestant gaining the largest number of rounds at the conclusion of the battle.

Should both contestants strike at the same time, the referee shall award the point to the contestant who, in his estimation, has delivered the most effective cut.

Both contestants shall show fair and equal play.

Should either keep out of the reach of the other for more than two minutes, the usual one minute rest will be taken, and then the judges shall draw four lines each four feet apart and on the signal of attack, each swordsman shall be required to bring his horse (within thirty seconds) to his opponent or forfeit a point.

Immediate disqualification shall follow the deliberate striking of an opponent's horse by an opponent. One minute shall be allowed to expire between each round.

Should the contestant be disabled and the judges do not consider his injuries as serious, he shall be allowed five minutes to renew the battle, if he chooses to.

A point can only be scored by a blow on the armor; no cut on head or arms shall count. It is fair to strike an opponent anywhere above the lower part of the armor; any cut delivered below the armor shall be considered a foul, and cause the loss of a point.

Should the swordsman be unhorsed during the attack, he shall be allowed to continue on foot until round is ended, then he shall be remounted and continue until contest is decided.

AMERICAN CANOE * ASSOCIATION.

—* RACING REGULATIONS. *—

RULE 1. A canoe, to compete in any race of the A.C.A., must be sharp at both ends, with no counter stern or transom, and capable of being efficiently paddled by one man, and must come within the prescribed limits, as follows: Maximum length, 16 ft., and for that length a maximum beam of 30 in. Minimum leam, 28 in. Beam may be increased $\frac{1}{8}$ in. for each full inch of length decreased. No canoe shall have a draft of more than 10 in., except the unclassified boats, to which class the limits of length and breadth only shall apply.

In centreboard canoes, the keel outside of the garboard shall not exceed $1\frac{1}{4}$ in. in depth, including a metal keel band of not over $\frac{1}{4}$ in. deep. The centreboard must not drop more than 18 in. below the garboard, and when hauled up must not project below the keel. Canoes without centreboards may carry keels not over 3 in. deep below garboard, and not weighing more than 36 lbs. Leeboards may be carried by canoes not having centreboards.

Measurement.—The length shall be taken between perpendiculars at the fore side of stem and the aft side of stern. The beam shall be taken at the widest part, not including the beading, which shall not exceed $1\frac{1}{2}$ in. in depth. If deeper, it shall be included in the beam. The word "beam" shall mean the breadth formed by the fair lines of the boat, and the beam at and near the water line shall bear a reasonable proportion to the beam at the gunwale.

The "general purpose" canoe shall be one which conforms to the above conditions, and, in addition, has a well not less than 16 in. wide for a length of 3 ft. 6 in., with a sleeping space of 6 ft., of which at least 5 ft. shall be clear. There must be no projecting centreboard when housed. The sliding seat shall not be longer than the beam of the boat, and no standing sail shall be used. The Regatta Committee may rule out any canoe which, in their opinion, does not conform to the spirit of these regulations.

The foregoing rules of measurement shall not be interpreted to disqualify any canoe built prior to January 1, 1890, which conforms to the rules prior to that date.

RULE 2. None but members of the American Canoe Association, unless upon the invitation of the Regatta Committee, shall be permitted to enter its races, and no canoe shall enter that is not enrolled on the Secretary's books, and no member who is in arrears to the Association shall compete in any race or claim any prize while such arrears remain unpaid.

No canoe shall be entered at any one meet by more than one man. The "crew" of each canoe shall consist of one man only, unless the programme of the Regatta states the contrary. Members must paddle or sail their own canoes.

A canoe which is not owned or used for racing by any other member present, shall be deemed to be the canoe of the member bringing it to camp. In double canoe races, the owner may associate with any other member with himself.

RULE 3. All entries must be in writing, on the blank provided, and must be handed in to the Regatta Committee within such time as they may direct.

RULE 4. Every canoe entering, except for an upset race, must have her entry number conspicuously placed on canoe or man when paddling, and on both sides of mainsail while sailing. The clerk of the course will provide each man, when he makes his entry, with three prints of his number on cloth.

RULE 5. Flags shall be given as prizes as follows: A first prize in each race, and a second in each race, where more than two finish.

The winners of the Paddling Trophy, the Sailing Trophy and the first record men shall be given large practical bunting

flags, with the year and race plainly marked thereon, and the five best flags at the disposal of the Regatta Committee shall be given to the first five record men. Prizes donated for special races or competitions may be accepted at the discretion of the Regatta Committee. No prizes of money shall be raced for.

Races.—There shall be three record races: No. 1, paddling and sailing combined; No. 2, paddling; No. 3, sailing. To obtain a place on the record, a contestant must enter and finish in all three record races. None but men who have entered for the record will be allowed to enter in any record races. Only such contestants as finish in all three races will receive a credit number according to position, relative to each other in each race—the highest number given in each race being equal to the number of the contestants, the next one less, and so on; the three numbers given added together give the credit amount of the record.

In case of unavoidable accident which prevents a man from finishing in any one race, the Regatta Committee may, at its discretion, permit such canoe to enter the other two races, and her marks to be counted for the record, but he shall receive zero for the race which he does not finish.

The contestant obtaining the highest aggregation of points becomes the leading honor man for the year. There shall be a race for the paddling trophy. The total number of contestants shall be unlimited. There shall be a race for the A.C.A. sailing trophy. Conditions as follows: Sailing canoe, A.C.A. rules, no limit to rig or balast; time limit, $3\frac{1}{2}$ hours; distance, 9 miles. Accredited representatives of foreign clubs, not exceeding five in number, shall be eligible. In case of more than five foreign entries, the first five received shall be eligible to start. The total number of starters shall not exceed fifteen, and the ten or more vacancies (after deducting the foreign entries) shall be selected from competitors in the special "Unlimited Race," as follows: The Regatta Committee shall nominate two, and the balance (after deducting foreign entries) shall be taken from the leading men at the finish in their order.

RULE 6. The mode of turning stakeboats, and all directions for each race, shall be announced in the programme of the Regatta Committee or posted on the bulletin board one hour

before the race is called; and any competitor not knowing the course, or mistaking it, or not following these Rules, does so at his own risk. Stakeboats and buoys will be left on the port hand, when not stated distinctly to the contrary. The Committee shall have the power to change the direction of the race at any time before the first signal, and shall indicate the same by the flags according to Rule 13.

RULE 7. No pilotage or direction from any boat or from the shore will be allowed, and any one accepting such assistance may be disqualified.

RULE 8. A canoe touching a buoy or other canoe, unless wrongfully compelled to do so by another canoe, shall be disqualified. In case of a foul, the non-fouling canoe must go over the course, unless disabled beyond the possibility of temporary repair, in order to claim the race. Every canoe must stand by its own accidents. If a canoe, in consequence of the violation of any of the Rules shall foul another canoe, or compel another canoe to foul any canoe, buoy or obstruction, or to run aground, she shall be disqualified.

RULE 9. Should the owner of any canoe, duly entered for a race, consider that he has fair ground of complaint against another, he must give notice of same, before leaving his boat on the finish of the race, to the judge, and must present the same in writing to the Regatta Committee within one hour of the judge's decision, if appealed from said decision.

The sum of \$1 shall be deposited with each appeal, to be forfeited to the Association should the appeal not be sustained. The Regatta Committee shall, after hearing such evidence as they may deem necessary, decide the appeal, and the decision, if unanimous, shall be final; but, if not unanimous, a second appeal may be made to the Executive Committee, whose decision shall be final.

No member of either committee shall take part in the decision of any question in which he is interested. In all cases where a protest is lodged on the ground of fouling, evidence of actual contact shall be necessary to substantiate the protest. The Regatta Committee shall, without protest, disqualify any canoe which, to their knowledge, has committed a breach of the Rules.

PADDLING RACES.

RULE 10. Paddling races shall be started by the starter asking, "Are you ready?" On receiving no answer, he shall say "Go." If he considers the start unfair, he may recall the boats, and any canoe refusing to start again shall be distanced.

The combined paddling and sailing race shall be started in the same manner, the word "Go" being immediately followed by a gun.

RULE 11. A canoe's own water is the straight course from the station assigned it at starting. Any canoe leaving its own water shall do so at its peril; but if the stern of one canoe is a canoe's length ahead of the bow of another, the former may take the water of the latter, which then becomes its own water, and it shall only leave it at its peril.

SAILING RACES.

RULE 12. The paddle shall not be used in sailing races, except for steering when the rudder is disabled, or for shoving off when aground, afoul of anything, or in extreme danger, as from a passing steamer or from a squall.

RULE 13. Five minutes before the start, a signal will be given and a blue flag hoisted, and four minutes later a second signal will be given and a red flag hoisted, and one minute later a third signal will be given to start and an A.C.A. flag hoisted and left up.

Any canoe which crosses to the course side of the starting line prior to the third signal must return above the line and recross it, keeping out of the way of all competing canoes, using the paddle if necessary; but after the third signal the start shall be considered as made, and all canoes on either side of the line shall be amenable to the Sailing Rules. Canoes may take any position for starting, and, prior to the third signal, may be sailed and worked in any manner (outside aid not allowed). A green flag displayed signifies that buoys are to be left to starboard, and a red flag means to port. The Regatta Committee may vary the manner of starting at their discretion, but all sailing races should be started to windward when practicable.

RULE 14. All shiftable ballast, except centreboards, shall be carried within the canoe, and no fixed ballast shall be carried below the keelband. Ballast may be shifted, but no ballast shall be taken in or thrown out during a race.

RULE 15. A canoe overtaking another shall keep out of the way of the latter; but when rounding any buoy or vessel used to mark out the course, if two canoes are not clear of each other when the leading canoe is close to and is altering her helm to round the mark, the outside canoe must give the other room to pass clear of the mark, whichever canoe is in danger of fouling. No canoe shall be considered clear of another unless so much ahead as to give free choice to the other on which side she will pass. An overtaking canoe shall not, however, be justified in attempting to establish an overlay, and thus force a passage between the leading canoe and the mark after the latter has altered her helm for rounding.

RULE 16. Canoes close-hauled on the port tack shall give way to those on the starboard tack. In the event of a collision being imminent, owing to the canoe on the port tack not giving way, the canoe on the starboard tack shall luff and go about, but shall never bear away. A canoe on the port tack compelling a canoe on the starboard tack thus to give way forfeits all claim to the prize.

RULE 17. Canoes going free shall always give way to those close-hauled on either tack.

RULE 18. When canoes close-hauled are approaching a shore, buoy, or other obstruction, and are so close that the leewardmost cannot tack clear of the canoe to the windward of her, and by standing on would be in danger of fouling the obstruction, the canoe to windward shall, on being requested, go about, and the canoe requesting her to do so shall also tack at once.

RULE 19. Should two or more canoes be approaching a weather shore or any obstruction with the wind free, and be so close to each other that the weathermost one cannot bear away clear of the one to the leeward of her, and by standing on would be in danger of running aground or of fouling the obstruction, then the canoe that is to leeward shall, on being

requested, at once bear away until sufficient room is allowed for the weathermost canoe to clear the obstruction.

RULE 20. A canoe may luff as she pleases in order to prevent another from passing her to windward, provided she begins to luff before an overlap has been established. An overlap is established when an overtaking canoe has no longer a free choice on which side she will pass, and continue to exist as long as the leeward canoe by luffing or the weather canoe by bearing away, is in danger of fouling. A canoe must never bear away out of her course to prevent the other passing to leeward; the lee side to be considered that on which the leading canoe of the two carries her mainboom. The overtaking canoe, if to leeward, must not luff until she has drawn clear ahead of the canoe she has overtaken.

RULE 21. A canoe may anchor during a race, provided the anchor is attached or weighed on board the canoe during the remainder of the race.

RULE 22. A change in these rules desired by any member of the association shall be presented by the Regatta Committee, with their approval or disapproval, to the Executive Committee for final action; notice of such change having been given in the official organs at least two weeks before the meeting of the Executive Committee at which they are to be acted upon.

RULE 23. In case of temporary vacancies in the Regatta Committee, the other members shall appoint substitutes.



LAWS OF CRICKET.

AS REVISED BY THE MARYLEBONE CRICKET CLUB, MAY, 1890.

1. A match is played between two sides of eleven players each, unless otherwise agreed to; each side has two innings, taken alternately, except in the case provided for in Law 53. The choice of innings shall be decided by tossing.

2. The score shall be reckoned by runs. A run is scored—1st, so often as the batsmen after a hit, or at any time while the ball is in play, shall have crossed, and made good their ground from end to end. 2d, for penalties under Laws 16, 34, 41, and allowances under 44. Any run or runs so scored shall be duly recorded by scorers appointed for the purpose. The side which scores the greatest number of runs wins the match. No match is won unless played out or given up, except in the case provided for in Law 45.

3. Before the commencement of the match two umpires shall be appointed, one for each end.

4. The ball shall weigh not less than $5\frac{1}{2}$ ounces, nor more than $5\frac{3}{4}$ ounces. It shall measure not less than 9 inches nor more than $9\frac{1}{4}$ inches in circumference. At the beginning of each innings either side may demand a new ball.

5. The bat shall not exceed $4\frac{1}{4}$ inches in the widest part; it shall not be more than 38 inches in length.

6. The wickets shall be pitched opposite and parallel to each other, at a distance of 22 yards. Each wicket shall be eight inches in width and consist of three stumps, with two bails upon the top. The stumps shall be of equal and sufficient size to prevent the ball from passing through, and 27 inches out of the ground. The bails shall be each four inches in length, and when in position, on the top of the stumps, shall not project

more than one-half inch above them. The wickets shall not be changed during a match, unless the ground between them become unfit for play, and then only by consent of both sides.

7. The bowling crease shall be in a line with the stumps six feet eight inches in length; the stumps in the centre, with a return crease at each end, at right angles behind the wicket.

8. The popping crease shall be marked four feet from the wicket, parallel to it, and be deemed unlimited in length.

9. The ground shall not be rolled, watered, covered, mown or beaten during a match, except before the commencement of each innings and each day's play, when, unless the inside object, the ground shall be swept and rolled for not more than ten minutes. This shall not prevent the batsman from beating the ground with his bat, nor the batsmen nor bowler from using sawdust in order to obtain a proper foothold.

10. The ball must be bowled; if thrown or jerked, the umpire shall call "No ball."

11. The bowler shall deliver the ball with one foot on the ground behind the bowling crease, and within the return crease, otherwise the umpire shall call "No ball."

12. If the bowler shall bowl the ball so high over or so wide of the wicket that in the opinion of the umpire it is not within reach of the striker, the umpire shall call "Wide ball."

13. The ball shall be bowled in overs of five balls from each wicket alternately. When five balls have been bowled and the ball is finally settled in the bowler's or wicket-keeper's hands, the umpire shall call "Over." Neither a "no-ball" nor a "wide-ball" shall be reckoned as one of the "over."

14. The bowler shall be allowed to change ends as often as he pleases, provided only that he does not bowl two overs consecutively in one innings.

15. The bowler may require the batsman at the wicket from which he is bowling to stand on that side of it which he may direct.

16. The striker may hit a "no-ball," and whatever runs result shall be added to his score; but he shall not be out from a "no-ball;" unless he be run out, or break Laws 26, 27, 29, 30. All runs made from a "no-ball," otherwise than from the bat,

shall be scored "no-balls," and if no run be made, one run shall be added to that score. From a "wide ball" as many runs as are run shall be added to the score as "wide balls," and if no run be otherwise obtained one run shall be so added.

17. If the ball, not having been called "wide" or "no-ball," pass the striker, without touching his bat or person, and any runs be obtained, the umpire shall call "Bye;" but if the ball touch any part of the striker's person (hand excepted) and any run be obtained, the umpire shall call "Leg-bye," such runs to be scored "byes" and "leg-byes" respectively.

18. At the beginning of the match, and of each innings, the umpire at the bowler's wicket shall call "Play;" from that time no trial ball shall be allowed to any bowler on the ground between the wickets, and when one of the batsmen is out the use of the bat shall not be allowed to any person until the next batsman shall come in.

19. A batsman shall be held to be "out of his ground" unless his bat in hand or some part of his person be grounded within the line of the popping crease.

20. The wicket shall be held to be "down" when either of the bails is struck off, or, if both bails be off, when a stump is struck out of the ground.

The striker is out:

21. If the wicket be bowled down, even if the ball first touch the striker's bat or person:—"Bowled."

22. Or, if the ball, from a stroke of the bat or hand, but not the wrist, be held before it touch the ground, although it be hugged to the body of the catcher:—"Caught."

23. Or, if in playing at the ball, provided it be not touched by the bat or hand, the striker be out of his ground, and the wicket be put down by the wicket-keeper with the ball or with the hand or arm, with ball in hand:—"Stumped."

24. Or, if with any part of his person he stop the ball, which in the opinion of the umpire at the bowler's wicket shall have been pitched in a straight line from it to the striker's wicket and would have hit it:—"Leg before wicket."

25. Or, if in playing at the ball he hit down his wicket with his bat or any part of his person or dress:—"Hit wicket."

26. Or, if under pretence of running, or otherwise, either of the batsmen wilfully prevent a ball from being caught:—"Obstructing the field."

27. Or, if the ball be struck, or be stopped by any part of his person, and he wilfully strike it again, except it be done for the purpose of guarding his wicket, which he may do with his bat, or any part of his person, except his hands:—"Hit the ball twice."

Either batsman is out:

28. If in running, or at any other time, while the ball is in play he be out of his ground, and his wicket be struck down by the ball after touching any fieldsman, or by the hand or arm, with ball in hand, of any fieldsman:—"Run out."

29. Or, if he touch with his hands or take up the ball while in play, unless at the request of the opposite side:—"Handled the ball."

30. Or, if he wilfully obstruct any fieldsman:—"Obstructing the field."

31. If the batsmen have crossed each other, he that runs for the wicket which is put down is out; if they have not crossed, he that has left the wicket which is put down is out.

32. The striker being caught no run shall be scored. A batsman being run out, that run which was being attempted shall not be scored.

33. A batsman being out from any cause, the ball shall be "dead."

34. If a ball in play cannot be found or recovered, any fieldsman may call "Lost Ball," when the ball shall be "dead;" six runs shall be added to the score, but if more than six runs have been run before "lost ball" has been called, as many runs as have been run shall be scored.

35. After the ball shall have been finally settled in the wicket-keeper's or bowler's hand it shall be "dead;" but when the bowler is about to deliver the ball, if the batsman at his wicket be out of his ground before actual delivery, the said bowler may run him out; but if the bowler throw at that wicket and any run result it shall be scored "no ball."

36. A batsman shall not retire from his wicket and return to it to complete his innings after another has been in without the consent of the opposite side.

37. A substitute shall be allowed to field or run between wickets for any player who may during the match be incapacitated from illness or injury, but for no other reason, except with the consent of the opposite side.

38. In all cases where a substitute shall be allowed, the consent of the opposite side shall be obtained as to the person to act as substitute and the place in the field which he shall take.

39. In case any substitute shall be allowed to run between wickets, the striker may be run out if either he or his substitute be out of his ground. If the striker be out of his ground while the ball is in play, that wicket which he has left may be put down and the striker given out, although the other batsman may have made good the ground at that end, and the striker and his substitute at the other end.

40. A batsman is liable to be out for any infringement of the laws by his substitute.

41. The fieldsman may stop the ball with any part of his person, but if he wilfully stop it otherwise the ball shall be "dead," and five runs added to the score. Whatever runs may have been made five only shall be added.

42. The wicket-keeper shall stand behind the wicket. If he shall take the ball for the purpose of stumping before it has passed the wicket, or if he shall incommode the striker by any noise, or motion, or if any part of his person be over or before the wicket, the striker shall not be out, excepting under Laws 26, 27, 28, 29 and 30.

43. The umpires are the sole judges of fair or unfair play, of the fitness of the ground, the weather, and the light for play; all disputes shall be determined by them, and if they disagree the actual state of things shall continue.

44. They shall pitch fair wickets, arrange boundaries where necessary, and the allowances to be made for them, and change ends after each side has had one innings.

45. They shall allow two minutes for each striker to come in and ten minutes between each innings. When they shall call "Play," the side refusing to play shall lose the match.

46. They shall not order a batsman out unless appealed to by the other side.

47. The umpire at the bowler's wicket shall be appealed to before the other umpire in all cases except in those of stumping, hit wicket, run out at the striker's wicket, or arising under Law 42, but in any case in which an umpire is unable to give a decision he shall appeal to the other umpire, whose decision shall be final.

48A. If the umpire at the bowler's end be not satisfied of the absolute fairness of the delivery of any ball, he shall call "No ball."

48B. The umpire shall take especial care to call "No ball" instantly upon delivery, "Wide ball" as soon as it shall have passed the striker.

49. If either batsman run a short run, the umpire shall call "One short," and the run shall not be scored.

50. After the umpire has called "Over" the ball is "dead," but an appeal may be made as to whether either batsman is out, such appeal, however, shall not be made after the delivery of the next ball, nor after any cessation of play.

51. No umpire shall be allowed to bet.

52. No umpire shall be changed during a match unless with the consent of both sides, except in case of violation of Law 51, then either side may dismiss him.

53. The side which goes in second shall follow their innings if they have scored 80 runs less than the opposite side.

54. On the last day of a match, and in a one-day match at any time, the inside shall be empowered to declare their innings at an end.

ONE-DAY MATCHES.

1. The side which goes in second shall follow their innings if they have scored 60 runs less than the opposite side.

2. The match, unless played out, shall be decided by the first innings.

3. Prior to the commencement of a match it may be agreed that the over consist of 5 or 6 balls.

CROQUET RULES.

NOTE.—The following Rules, though adapted and adopted for Loose Croquet, are, nevertheless, used by the most prominent clubs of the country as authority in *Tight Croquet*. Some rulings are to be construed as referring only to Loose Croquet. But of these there can be no doubt, from the nature of the game and the wording of the Rules.

INTERFERING WITH PLAYERS.

RULE 1.—No player or other person shall be permitted to interfere with the result of a game by any word or act calculated to embarrass the player, nor shall any one, except a partner, speak to a player while in the act of shooting.

ORDER OF COLORS.

RULE 2.—The order of colors shall be red, white, blue, black.

MALLETS.

RULE 3.—There shall be no restriction as to kind or size of mallet used—one or two hands may be used in striking.

RULE 4.—No player shall change his mallet during a game without permission of his opponent, except in case of accident, or to make a "jump shot."

RULE 5.—Should a ball or mallet break in striking, the player may demand another stroke, with a new ball or mallet.

CLIPS OR MARKERS.

RULE 6.—Every player shall be provided with a clip or indicator of the same color as his ball, painted on one side only, which he must affix to his arch next in order in course of play, before his partner plays, with the painted side towards the front of the arch. Should he fail to do so his clip must remain upon the arch it rested on before he played, and he must make the points

again. Should he move his marker beyond or back of the point he is for, his attention must be called to such error before he plays again; otherwise it shall stand. Should a player put a ball through its arch, he must move the corresponding clip to its proper arch before the next ball is played, otherwise, the clip remains as before.

OPENING OF GAME.

RULE 7.—All games shall be opened by scoring from an imaginary line through the middle wicket, and playing towards the turning stake. The balls must be so played that they rest below the first arch from the turning stake, and if dislodged must be replaced—all balls being in play from where they rest—the ball nearest the stake playing first.

BALLS.—HOW STRUCK.

RULE 8.—The ball must be struck with the face of the mallet, the stroke being delivered whenever touching the ball it moves it. Should a stake or wire intervene, the stroke is not allowed unless the ball is struck at the same time, and if the ball is moved, without being struck by the face of the mallet, it shall remain where it rests, and should a point or roquet be made, it shall not be allowed, except by the decision of the umpire as to the fairness of the shot. All balls thus moved by a false shot may be replaced or not at the option of the opponent.

RULE 9.—When making a direct shot (*i. e.* roquet), the player must not push or follow the ball with his mallet; but when taking croquet from a ball (two balls being in contact), he may follow his ball with the mallet; but must not strike it twice.

RULE 10.—If a player strikes his ball before his opponent has finished his play, the stroke shall stand, or be made over, at the option of the opponent.

RULE 11.—Should a ball rest against or near a wire, and the umpire, or other person agreed on, should decide that in order to pass through the arch, an unfair or push shot would have to be made, it shall not be allowed if made.

FOUL STROKE.

RULE 12.—Should a player in making a stroke move with his mallet any other than his object ball, it shall be a foul and his play ceases, and all balls moved shall be replaced as before the stroke, or remain where they rest, at the option of the opponent.

RULE 13.—If a dead ball in contact with another ball moves, on account of the inequality of the ground, while playing the other ball away from it, the player does not lose his shot.

BALLS.—WHEN NOT TO BE TOUCHED.

RULE 14.—A ball must not be touched while on the field, except after a roquet, when it is necessary to place it beside the roqueted ball for the purpose of croquet, or to replace it when it has been moved by accident—except by permission of the opponent.

ROQUET AND CROQUET.

RULE 15.—A ball roquets another when it comes in contact with it by a blow from the player's mallet, or rebounds from a wicket or a stake or the border; also when it comes in contact with it when croquet is taken from another ball.

RULE 16.—A player after making roquet shall not stop his ball for the purpose of preventing its hitting another. Should he do so his play ceases and all balls shall be replaced as before the stroke, or remain, at the option of the opponent.

RULE 17.—Roquet gives to the player the privilege of roquet-croquet only, and play must be made from the roqueted ball.

RULE 18.—If a player in taking a croquet from a ball, fails to move it, such stroke ends his play, and his ball must be returned, or left where it stops, at the option of the opponent.

RULE 19.—A player, in each turn of play, is at liberty to roquet any ball on the ground once only before making a point.

RULE 20.—Should a player croquet a ball he has not roqueted, he loses his turn, and all balls moved by such play must be replaced to the satisfaction of the umpire, or adversary. Should the mistake not be discovered before the player has made another stroke, the play shall be valid, and the player continue his play.

RULE 21.—In taking croquet from a ball, if player's ball strikes another, to which he is dead, such stroke does not end his play.

RULE 22.—If a player roquets two or more balls at the same stroke, only the first can be croqueted.

MAKING OF POINTS.

RULE 23.—A player makes a point in the game when his ball makes an arch or hits a stake in proper play.

RULE 24.—If a player makes a point, and afterwards at the same stroke roquets a ball, he must take the point, and use the ball. If the roqueted ball is beyond the arch, as determined by rule 45, and playing ball rests through the arch, the arch is held to be first made.*

RULE 25.—If a ball roquets another, and afterwards at the same stroke makes a point, it must take the ball and reject the point.

RULE 26.—A player continues to play so long as he makes a point in the game, or roquets another ball to which he is in play.

RULE 27.—A ball making two or more points at the same stroke, has only the same privilege as if it made but one.

RULE 28.—Should a ball be driven through its arch, or against its stake by croquet or concussion, it is a point made by that ball, except it be a rover.
[See Rule 52.]

* NOTE.—While this is not mathematically correct, the rule is so made to avoid disputes and difficult measurements.

PLAYING ON DEAD BALL.

RULE 29.—If a player play by direct shot on a dead ball, all balls displaced by such shot shall be replaced in their former position, and the player's ball placed against the dead ball on the side from which it came; or all balls shall rest where they lie, at the option of the opponent.

RULE 30.—If a player, in making a direct shot, strike a ball on which he has already played, *i. e.*, a dead ball, his play ceases. Any point or part of a point or ball struck, after striking the dead ball, is not allowed, and both balls must be replaced in accordance with the preceding rule. A dead ball displaced by other than direct shot, shall not be replaced.

RULE 31.—If playing ball in passing through its arch strike a dead ball that is beyond the arch, as determined by rule 45, the ball shall not be considered a dead ball if playing ball rests through its arch, and the point shall be allowed.

BALLS MOVED OR INTERFERED WITH BY ACCIDENT OR DESIGN.

RULE 32.—A ball accidentally displaced, otherwise than as provided for in Rule 12, must be returned to its position before play can proceed.

RULE 33.—If a ball is stopped or diverted from its course by an opponent, the player may repeat the shot or not as he chooses. Should he decline to repeat the shot, the ball must remain where it stops, and, if playing ball, must play from there.

RULE 34.—If a ball is stopped or diverted from its course by a player or his partner, the opponent may demand a repetition of the shot if he chooses. Should he decline to do so, the ball must remain where it stops, and, if playing ball, must play from there.

RULE 35.—If a ball is stopped or diverted from its course by any object inside the ground, not pertaining to the game or ground, other than provided for in Rules 33 and 34, the shot may be repeated or allowed to remain, at the option of the player. If not repeated, the ball must remain where it stops, and, if playing ball, play from there.

BALLS IN CONTACT.

RULE 36.—Should a player, on commencing his play, find his ball in contact with another, he may hit his own as he likes, and then have subsequent privileges the same as though the balls were separated an inch or more.

RULES CONCERNING BOUNDARY.

[The boundary is a line extending around the field, usually 30 inches from the border, and parallel with it.]

RULE 37.—A ball shot over boundary or border must be returned at right angles from where it stops before play can proceed.

RULE 38.—A ball is in the field only when the whole ball is within the boundary line.

RULE 39.—No play is allowed from beyond the boundary line, except when a ball is placed in contact with another for the purpose of croquet.

RULE 40.—If a player strikes his ball when over the boundary line, he shall lose his stroke, and the balls shall be replaced or left where they stop, at the option of the opponent.

RULE 41.—If a player hit a ball off the field by a direct shot, his play ceases, and the roqueted ball is placed on the boundary opposite the point where it lay before being thus hit. But if a ball off the field is hit from a croquet, the hit shall not be allowed, the ball shall be replaced properly in the field, and the play shall not cease.

[NOTE.—The three following rules apply more particularly to the old style of grounds with square corners, and are retained for some clubs that have not adopted the new style of grounds.]

RULE 42.—The first ball driven over the boundary line into a corner must be placed on the corner at the intersection of the two boundary lines.

RULE 43.—If a ball, having been struck over the boundary line, is returnable at the corner, another ball being on or entitled to the corner, it shall be placed on that side of the corner ball on which it went off.

RULE 44.—If two balls, having been shot over the boundary line, rest directly behind one another

at right angles with boundary line, they shall be placed on the line along side of each other in the same relative position in which they were played off. This can occur only when the centers of the two balls rest directly behind one another at right angles with the boundary line.

BALL.—WHEN THROUGH AN ARCH.

RULE 45.—A ball is not through an arch when a straight edge, laid across the two wires on the side from which the ball came, touches the ball without moving the arch.

BALLS WHEN IN POSITION.

RULE 46.—If a ball has been placed under an arch, for the purpose of croquet, it is not in position to run that arch.

RULE 47.—If a ball be driven under its arch from the wrong direction, and rests there, it is not in position to run that arch in the right direction.

RULE 48.—If a ball, shot through its arch in the right direction, rolls back through or under that arch, the point is not made, but the ball is in position if left there.

HITTING BALL WHILE MAKING WICKET.

RULE 49.—The cage wicket may be made in one, two or more turns, provided the ball stops within limit of the cage.

RULE 50.—Any playing ball within, or under, a wicket, becomes dead to advancement through the wicket from that position, if it comes in contact with any other ball by a direct shot.

ROVERS.

RULE 51.—A rover has the right of roquet and consequent croquet on every ball once during each turn of play, and is subject to roquet and croquet by any ball in play.

RULE 52.—Rovers must be continued in the game until partners become rovers, and go out successively, and a rover that has been driven against the stake cannot be removed to make way for the next rover.

PLAYING OUT OF TURN, OR WRONG BALL.

RULE 53.—If a player plays out of his proper turn, whether with his own or any other ball, or in his proper turn plays the wrong ball, and the mistake is discovered before the next player has commenced his play, all benefit from any point or points made is lost, and his turn of play is forfeited. All balls moved by the misplay must be returned to their former position by the umpire or adversary. If the mistake is not discovered until after the next player has made his first stroke, the error must stand.

POINTS RE-MADE.

RULE 54.—If a player makes a point he has already made, his marker not being on that point, and the mistake is discovered before the proper point is made, the play ceases with the shot by which the wicket was re-made, and the marker remains where it stood at the beginning of this play. All balls shall be left in the position they had at the time the wicket was re made. If not discovered before the proper point is made, the points so made are good, and play proceeds the same as if no error had been made.

ERROR IN ORDER OF PLAY.

RULE 55.—If an error in order is discovered after a player has struck his ball, he shall be allowed to finish his play, provided he is playing in the regular sequence of his partner's ball last played. In case of dispute as to proper sequence of balls, it shall be decided by the umpire; if there is no umpire, by lot. No recourse shall be had to lot unless each party expresses the belief that the other is wrong.

RULE 56.—At any time an error in order is discovered, the opposite side shall follow with the same ball last played (the proper sequence); but before playing, their opponents shall have privilege to demand a transposition of adversaries' balls.

EXAMPLE.—B'ack plays by mistake after Red—the error is not discovered—Blue plays in the proper sequence of his partner Red, and seeing that Black has just played, is thus led to believe it

the innocent ball, and upon concluding his play, leaves Black by Red. Now, if error in order is discovered, the player of Red and Blue can demand that the position of Black and White be transposed.

CHANGING SURFACE OF GROUND.

RULE 57.—The surface of grounds shall not be changed during a game by either player, unless by consent of the umpire, and if so changed at the time of playing, the shot shall be declared lost.

DIRECTION THROUGH WICKETS.

RULE 58.—In making all side or corner wickets the playing ball shall pass through them towards the center.

PENALTY.—GENERAL RULE.

RULE 59.—If a rule is violated, a penalty for which has not been provided, the player shall cease his play.

TOURNAMENT RULES.

(1892.)

RULE 1.—The tournament games shall be played in accordance with the rules of the National Croquet Association.

RULE 2.—Each Club shall be entitled to enter three players, each of whom shall play one game with each member of the class to which he is assigned.

RULE 3.—No player shall be allowed to enter after 8 o'clock Wednesday morning, except by consent of the Committee of Arrangements.

RULE 4.—All players are expected to remain till the finish and play all games assigned to them; should any player leave before he has played all his games, his name and games shall be stricken from the list.

RULE 5.—The order of play shall be determined by lot, names being drawn by the Committee of Arrangements.

RULE 6.—Should any player fail to be present when his turn comes, the next in order shall play, and the former's game be forfeited, unless excused by the Committee of Arrangements.

RULE 7.—All disputed points shall be referred to an umpire, to be chosen before play by the contestants, and in case of his inability to decide, to three referees, to be chosen by the Committee of Arrangements.

RULE 8.—Games shall be called by 8 A.M., and no game shall be begun after 6 P.M., unless by mutual consent.

RULE 9.—All ties shall be played off in accordance with the above rules.

RULE 10.—In case of darkness coming on during a game, the umpire shall decide when a game shall stop, and if stopped, shall be continued first in order the next morning, if the players are on time.

RULE 11.—The players shall be divided into four classes.

RULE 12.—Three delegates may be admitted to play from any club, for five dollars; and others may enter from the same club upon payment of two dollars additional for each player.

The social tournament games will be governed by the same rules as the prize tournament games.

The Association was organized, and the following officers elected for the ensuing year:

Pres't, Ira B. Read, New York; Vice Pres't, J. W. Hooker, Norwich, Conn.; Sec'y and Treas., G. W. Johnson, Philadelphia; Corresponding Sec'y, C. H. Botsford, New York.

The Committee on By-Laws reported the following, which were adopted.

BY-LAWS.

1. This organization shall be known as the National American Croquet Association.

2. Its officers shall be President, three Vice Presidents, Secretary and Treasurer and Corresponding Secretary.

3. They shall be elected yearly at the annual meeting.

4. Any club may become a member of this Association by adopting its rules, and paying the initiation fee of five dollars.

5. Each club shall be entitled to three delegates.

6. The Association shall, at each annual meeting, fix on a place where the next annual meeting shall be held.

7. Special meetings may be called by the President when he may deem it necessary.

8. The annual meeting shall be held the second * Tuesday of August, at 8 o'clock, P.M.

9. A majority of the members of the Association shall constitute a quorum at all meetings.

10. All question and elections shall be decided by a majority vote.

11. These By-Laws may be amended at any meeting, by a vote of two-thirds of the members of the Association.

ADOPTED 1887.

12. The President shall be authorized to fill any vacancy among the officers that occurs through removal or otherwise.

ADOPTED 1889.

13. Clubs having more than eight members can pay ten dollars entrance fee, and be entitled to six delegates.

ADOPTED 1891.

14. Clubs entering four players shall pay seven dollars, and nine dollars if entering five.

* Practically annulled by vote of Association to meet the third Tuesday.

COURT TENNIS LAWS.

IMPLEMENTS, AND CHOICE OF SIDES.

Balls and Rackets.—1. The balls shall be not less than $2\frac{1}{4}$ in., and not more than $2\frac{3}{4}$ in. in diameter; and shall be not less than $2\frac{1}{2}$ oz., and not more than $2\frac{3}{4}$ oz. in weight.

NOTE.—There is no restriction as to the shape or size of the rackets.

Choice of Sides.—2. (a) The choice of sides at the beginning of the first set is determined by spin.

(b) In subsequent sets of a series, the players shall begin each set on the sides on which they finished the set before it.

SERVICE.—Delivery.

3. The ball served must be struck with the racket, and may be delivered from any part of the service-side.

Service.—4. The ball served must touch the service-pent-house before touching any other part of the court, except the rest of the side-pent-house and the service wall; and it must drop in the service-court, or on one of the lines which bound it.

Service when good.—5. The service is good,

(a) if the ball served touch (in its descent) any part of the service-pent-house, so as to rise again from it; or

(b) if the ball served strike the service-wall, and afterward touch (in its descent) any part of the service-pent-house, even though it do not rise again from it; or

(c) if the ball served drop in the winning-gallery.

Faults Not Returnable.—6. A fault may not be returned.

Passes Not Returnable.—7. A pass may not be returned; but a ball served, which has not gone across the pass-line on the pent-house, may be volleyed, although, if untouched, it might have dropped in the pass-court. If a pass touch the striker-

out, or if a service (before it has dropped) touch him, when standing with both feet in the pass-court and not having attempted to strike the ball, it is still counted as a pass.

Faults Annulled.—A pass annuls a previous fault.

Service and Faults Annulled.—9. If the striker-out declare himself not ready for service, and have made no attempt to return it, that service is counted for nothing, though it be a fault. It annuls a previous fault. The striker-out, having been asked if he be ready, and having declared himself ready, may not similarly refuse a second service.

Continuation of Service.—10. The server continues to serve until two chases be made, or one chase when the score of either player is at forty or advantage (see Law 25): the players then change sides, the server becomes striker-out, and the striker-out becomes server.

RETURN.—Return When Good.

11. The return is good, if the ball in-play be struck with the racket so that it passes the net without touching a gallery-post or anything fixed or lying in an opening on the side from which it is struck, and without going out-of-court.

Return When Not Good.—12. The return is not good,

(a) if not in accordance with the terms of Law 11; or

(b) if the ball be struck more than once, or be not definitely struck; or

(c) if the ball in-play, having passed the net, come back and drop on the side from which it was struck, unless it should have touched a gallery-post or anything fixed or lying in an opening on that side of the court which is opposed to the striker.

Ball, When Not Returnable.—13. A ball which is no longer in-play may not be returned.

SCORING.—The Server, When He Wins a Stroke.

14. The server wins a stroke (except as provided in Law 9),

(a) if a good service enter the winning-gallery or the grille; or,

(b) if the striker-out fail to return a good service (except when it makes a chase: see Laws 17-19); or

(c) if the striker-out fail to return the ball in-play (except when it makes a chase: see Laws 17-19); or

(d) if he himself return the ball in-play so that it enters the winning-gallery or grille, or falls on or beyond the service line; or

(e) if he serve or return the ball in-play that it drops or falls upon a ball, or other object, which is on or beyond the service-line; or

(f) if he win a chase (see Law 20); or

(g) if the striker-out lose a stroke (see Law 16).

The Striker-out, When He Wins a Stroke.—15. The striker-out wins a stroke (except as provided in Law 9).

(a) if the server serve two consecutive faults [except as provided in Law 31 (b)]; or

(b) if the server fail to return the ball in-play (except when it makes a chase: see Laws 17-19); or

(c) if he himself return the ball in-play so that it enters the dedans; or

(d) if he win a chase; or

(e) if the server lose a stroke (see Law 16).

Either Player, When He Loses a Stroke.—16. Either player loses a stroke,

(a) if he lose a chase (see Law 21); or

(b) if the ball in-play (except as provided in Law 7), touch him or anything which he wears or carries (except his racket in the act of returning the ball); or

(c) if he touch or strike the ball in-play with his racket more than once, or do not definitely strike it.

Chases, How Made and Marked.—17. When a ball in-play (on either side of the net, not being that on which the striker is standing)

(a) falls on on any part of the floor, except on or beyond the service-line; or

(b) enters any gallery except the winning-gallery; or

(c) touches a gallery-post;

it is marked a chase

(A) at the line on the floor on which it fell; or

(B) better or worse than that line on the floor which is nearest to the point at which it fell; or

(C) at the gallery the post of which it touched;

except, as provided in Laws 18 and 19,

NOTE (a).—A ball in-play, which touches the net-post and drops on the side opposed to the striker, is marked a chase at the line on the side on which it drops.

NOTE (b).—A ball in-play, which enters a gallery, is marked a chase at that gallery, which it enters, notwithstanding that it may have touched an adjacent gallery-post without touching the floor in the interim.

NOTE (c).—The gallery lines on the floor correspond, and are equivalent, to the galleries of which they bear the names.

A Ball dropping or falling in net, or bounding over net after dropping, how marked.—18. When a ball in-play

- (a) drops or falls in the net, on the side opposed to the striker; or
- (b) drops on the floor, on the side opposed to the striker, and, bounding over the net, falls on that side of it from which it was struck, whether it touches the net in its bound or not;

it is marked a chase at the line on the side opposed to the striker.

A Ball Dropping or Falling Upon Another Ball How Marked.—19. When a ball in-play drops or falls upon a ball, or other object, which is on the floor [except when it is on or beyond the service-line: see Law 14 (e)], it is marked a chase at the point at which that ball, or other object, was when the ball in-play dropped or fell upon it.

Chases, How Won—20. Either player wins a chase

- (a) if he serve or return the ball so that it enters a winning-opening; or
- (b) if he serve or return the ball so that it falls better than the chase for which he played; or enters a gallery, or touches a gallery-post, better than the gallery, or the gallery-line, at which the chase was, for which he played; or
- (c) if he serve or return the ball so that it drops or falls upon a ball, or other object, which, or at the gallery corresponding to which the chase was, for which he played; or
- (d) if his antagonist fail to return the ball in-play except when it falls worse than the chase in question.

Chases, How Lost.—21. Either player loses a chase.

- (a) if he fail to return the ball in-play, except when it falls worse than the chase in question; or
- (b) If he return the ball in-play so that it falls worse than the chase, or enters a gallery, or touches a gallery-post,

worse than the gallery, or the gallery-line, at which the chase was, for which he played; or

- (c) if he return the ball in-play so that it drops or fall upon a ball, or other object, which is at a point on the floor worse than that at which the chase was, for which he played.

Chase-off.—22. When a ball in-play.

- (a) falls at a point on the floor neither better nor worse than that at which, or at the gallery corresponding to which, the chase was, for which the striker played; or
- (b) enters that gallery, or the gallery corresponding to that gallery-line, or touches the post of that gallery, or falls on the gallery-line corresponding to that gallery, at which the chase was, for which the striker played; or
- (c) drops or falls upon a ball, or other object which is at a point on the floor, neither better nor worse than that at which or at the gallery corresponding to which, the chase was, for which the striker played;

it is marked chase-off; it is not scored as a stroke won by either player; the chase is annulled, and the striker has not to play for it again.

Chases When Played For.—23. As soon as two chases are marked, or one chase when the score of either player is at forty or advantage (see Law 25), the players change sides; the player who made the first chase now defends it, while the other plays to win it; and so with the second chase, except when only one has been marked.

Chases Marked in Error, Annulled.—24. If by an error three chases have been marked or two chases when the score of either player is at forty or advantage (see Law 25), the last chase in each case is annulled.

Strokes, How Scored.—25. On either player winning his first stroke, the score is called fifteen for that player; on either player winning his second stroke, the score is called thirty for that player; on either player winning his third stroke, the score is called forty for that player; and the fourth stroke won by either player is scored game for that player; except, as below:

- if both players have won three strokes, the score is called deuce, and the next stroke won by either player is scored advantage for that player; if the same player win

the following stroke, he wins the game; if he lose the following stroke, the score is again called a deuce; and so on, until either player win the two strokes immediately following the score of deuce, when the game is scored for that player.

Games, How Scored.—26. The player who first wins six games wins a set; except as below:

if both players win five games, the score is called games-all, and the next game won by either player is scored advantage-game for that player; if the same player win the following game, he wins the set; if he lose the following game, the score is again called games-all; and so on, until either player win the two games immediately following the score of games-all, when he wins the set.

NOTE.—Players often agree not to play advantage-sets, but to decide the set by one game after arriving at the score of games-all.

Doubtful and Disputed Cases, How Decided.—27. Every chase is marked, and every stroke scored, by the marker, who is entitled to consult the dedans, when he is in doubt. A player, who is dissatisfied with the marker's decision, is entitled to appeal to the dedans. A majority of the dedans confirms or reverses the marker's decision. An appeal must be made before a recommencement of play.

NOTE—The dedans should not give a decision, unasked, on a question of marking a chase or stroke; but may, and should, correct inaccurate scoring of chase, strokes, games, or sets.

THREE-HANDED, or FOUR-HANDED GAMES (sometimes called DOUBLE GAMES).—Order of Play.

28. The partners swerve and strike-out in alternate games; unless it shall have been previously agreed to the contrary.

NOTE—Is usually, but not always agreed that the striker-out may leave to his partners such services as pass him.

The former Laws apply to these, as well as to Single Games; the advantages and disadvantages attaching to a single player under the former Laws here attaching to a pair of players.

ODDS.—Bisques and Half-bisques When Taken, Generally.

29. (a) A bisque or a half-bisque, may not be taken after the service has been delivered.

(b) The server may not take a bisque after a fault; but the striker-out may do so.

Bisques and Half-bisques When Taken, in Changing Sides.

30. A player, who wishes to take a bisque, or a half-bisque, there being a chase, or two chases marked, may take it either before or after changing sides; but he may not, after changing sides, go back to take it.

Round Services.—31. (a) When the odds of round services are given, the ball served by the giver of the odds must touch the grille-pent-house after touching the service-pent-house, and before dropping in the service-court, or on one of the lines which bound it.

(b) Neither faults, nor failures in complying with the above condition, are counted against the giver of the odds; but the recipient of the odds may decline to return such services as do not touch both the pent-houses: if, however, he attempt and fail to return any such service, it is counted against him.

Half-Court.—The players having agreed, into which half-court, on each side of the net, the giver of the odds shall play, the latter loses a stroke if the ball, returned by him, drop in either of the other half-courts:

but a ball, returned by the giver of the odds, which

(a) drops on the half-court-line; or

(b) drops in his half-court and touches the dedans-post before falling; or

(c) drops in his half-court and falls in the dedans, even though on the other side of the dedans-post; or

(d) touches the dedans-post before dropping;

is counted for the giver of the odds:

and a return, boasted against any wall by the giver of the odds, which

(e) drops in his half-court; or

(f) drops on the half-court line; or

(g) touches the dedans-post before dropping; or

(h) touches any pent-house, battery, or wall, before dropping in his half-court, dropping on the half-court-line, or touching the dedans-post;

is also counted for the giver of the odds.

NOTE.—It is, of course, evident that the giver of these odds may make a chase, or win a chase or a stroke, with a ball which drops in his half-court, or on the half-court-line, but falls in the other half-court

Nicks, When All-the-walls or Side-walls are given.—33. When the odds of touch-no-walls, or touch-no-side-walls, are given, a ball returned by the giver of the odds, which makes a nick in falling, is counted for the striker.

DIRECTIONS TO THE MARKER.

It is the duty of the marker

- to call the faults, and the passes;
- to call the strokes, when won, or when he is asked to do so;
- to call the games, and sets, at the end of each, or when asked to do so;
- to mark the chases, when made;
- to call the chases, when there are two, in the order in which they were made; or the chase, when there is one with the score at forty or advantage; and then
- to direct the players to change sides;
- to call the chase or chases again, in order as above, when the players have changed sides, and each chase as a player has to play for it;
- not to call *play* or *not play* in doubtful cases before the conclusion of the rest, unless asked to do so;
- to decide all doubtful and disputed strokes, subject to an appeal to the dedans;
- to warn the players of any balls lying on the floor in their way, or to their danger or disadvantage, and to remove all such balls;
- to collect the balls into the ball-basket; and
- to keep the ball troughs constantly replenished in the dedans and last gallery, and the latter especially in three-handed and four-handed games.

Rules for Curling—Rink Medals.

SEC. 1. The length of the rink played shall be forty-two yards. The tees shall be put down thirty-eight yards apart. In a continued straight line with the tees, and four yards distant from each, a circle, eighteen inches in diameter, shall be drawn on the left-hand side of said line (looking in the direction to be played), and its edge just touching it. Within this circle, whether standing on the ice, or on any rest, support, or abutment whatsoever, permitted by the rules, each player, when playing his stone, shall place his right foot and his left foot on the left-hand side of the central line (the circle to be on the opposite side of the line if the player be left-handed). When a hack or hatch in the ice is used, it must be behind the circle above described, and not of greater length than fourteen inches, measuring from the central line. A circle of seven feet radius to be described from each tee as a centre to, and no stone to count which passes this, and beyond a line drawn across the further edge of the seven-feet circle; such stone to be treated as out of the game, and put off the ice. Should this be neglected, and another stone stopped against it, and within seven feet of the tee, the stone so stopped to be counted in the game. The hog-score to be distant from each tee one-sixth part of the whole rink played. Every one to be a hog which does not clear a square placed upon this score; but no stone to be considered a hog which has struck another stone lying over the hog-score. A line shall be drawn on the ice at right angles to the rink, half-way betwixt the tees, which shall be called "The Middle Line." In no case shall the rink played be less than thirty-two yards.

As soon as the rink is marked off, and before beginning to play,

the terms of the match or game must be distinctly stated and fixed by the skips, if they have not been previously arranged. These terms may either be, that the parties shall play for a specified time, or a game of a certain number of shots or heads. Though the terms have been previously fixed, they should here be repeated.

SEC. 2. Every rink to be composed of four players a side, each with two stones. Before commencing the game, each skip shall state to his opposing skip the rotation in which his men are to play, and the rotation so fixed is not to be changed during the game. Each pair of players shall play one stone alternately with his opponent, till he has played both.

SEC. 3. The two skips opposing each other shall settle by lot, or any other way they may agree upon, which party shall lead, after which the winning party of the last end shall do so.

SEC. 4. All curling stones shall be of a circular shape. No stone shall be of a greater weight than forty-four pounds imperial, nor less than thirty-two pounds, nor of greater circumference than thirty-six inches, nor of less height than one-eighth part of its greatest circumference, unless the club uses iron blocks. No iron block to exceed over seventy pounds in weight. And the same rules as to size must govern the iron blocks which govern the stones. Players may change the side of their stones once during the game, but they shall not be allowed to change them oftener, or change stones after the commencement of a game, unless by mutual consent of the skips, except one or both may be broken, and then the largest portion of the broken stone to count, without any necessity for playing with it more. If the played stone rolls and stops on its side or top, it shall not be counted, but put off the ice. Should the handle quit the stone in the delivery, the player must keep hold of it, otherwise he shall not be entitled to replay his shot.

SEC. 5. Each party, before beginning to play, and during the course of each end, to be arranged along the sides of the rink, anywhere betwixt the middle line and the tee which their skip may direct; but

no party, except when sweeping according to rule, shall go upon the middle of the rink, nor cross it under any pretence whatever. The skips alone to stand at or about the tee, as their turn requires.

SEC. 6. If a player plays out of turn, the stone so played may be stopped in its progress, and returned to the player. If the mistake shall not be discovered till the stone is again at rest, the opposite party shall have the option to add one to their score, and the game proceed in its original rotation, or to declare the end null and void.

SEC. 7. The sweeping department shall be under the exclusive direction and control of the skips. The player's party shall be allowed to sweep when the stone is past the middle line, and till it reaches the tee; the adverse party, when it has passed the tee. The sweeping to be always to a side or across the rink; and no sweepings to be moved forward and left in front of a running stone, so as to stop or obstruct its course. Either party may sweep behind the tee, before or after the stone has been played, or while in motion.

SEC. 8. If in sweeping or otherwise a running stone be marred by any of the party to which it belongs, it shall be put off the ice; if by any of the adverse party, it shall be placed where the skip of the party to which it belongs shall direct. If marred by any other means, the player shall replay his stone. Should any played stone be accidentally displaced by any of the opposing party before the last stone is played, for the first offence it shall be replaced by the skip to whom it belongs, in a position as near as possible before it was displaced; and for the second offence by the same party, the opposing party shall have the privilege of declaring the end null and void, or of replacing the stone. If a played stone is moved accidentally by any of the party to whom it belongs, it shall be in the decision of the opposing skip to replace the stone as nearly as possible to where it was before being moved, or to allow it to remain where it was accidentally moved to. No stone displaced by either

NOTE.—In all these preliminary drawings and descriptions, distinct reference is to be made to the terms used in the prefixed diagram or plan called "THE RINK"

party shall be allowed to be moved if it has been struck or moved by a running stone, before the claim for moving has been made.

SEC. 9. Each player to come provided with a besom, to be ready to play when his turn comes, and not to take more than a reasonable time to play his stone. Should he accidentally play a wrong stone, any of the players may stop it while running; if not stopped till it is again at rest, it shall be replaced by the one which he ought to have played.

SEC. 10. No measuring of shots allowed previous to the termination of the end. Disputed shots to be determined by the skips, or, if they disagree, by the umpire; or, when there is no umpire, by some neutral person mutually chosen by them, whose decision shall be final. All measurements to be taken from the centre of the tee, to the part of the stone which is nearest to it. No stone shall be considered within or without a circle unless it clear it; and every stone shall be held as resting on a line which does not completely clear it—in every case that is to be determined by placing a square on the ice at that part of the circle or line in dispute.

SEC. 11. Each skip shall have the exclusive regulation and direction of the game for his party, and may play in what part of it he pleases; but having chosen his place at the beginning, he must retain it till the end of the game; but no skip, when his turn to play comes, after having appointed one of his party to take charge for him, shall be allowed after leaving the ice to go back and examine the end, but shall take directions from the party appointed by himself. The players may give their advice, but cannot control their director; nor are they, upon any pretext, to address themselves to the person about to play. Each skip, when his own turn to play comes, shall name one of his party to take charge for him. Every player to follow implicitly the directions given him. If any player shall improperly speak to, taunt or interrupt another while in the act of delivering his stone, one shot shall be added to the score of the party interrupted, and the end proceed as before.

SEC. 12. If from any change of weather, after a game has been begun, or from any other reasonable cause whatsoever, one party shall desire to shorten the rink, or to change to another one, and if the two skips cannot agree upon it, the umpire for the occasion shall be called, and he shall, after seeing one end played, determine whether the rink shall be shortened, and how much, or whether it shall be changed, and his determination shall be final and binding on all parties. Should there be no umpire appointed for the occasion, or should he be otherwise engaged, the two skips may call in any curler unconnected with the disputing parties whose services can most readily be got, and subject to the same conditions; his power shall be equally extensive as the umpire aforesaid.

SEC. 13. Should any question arise, the determination of which is not provided for by the words and spirit of the rules now established, it may be referred to the Executive Committee.

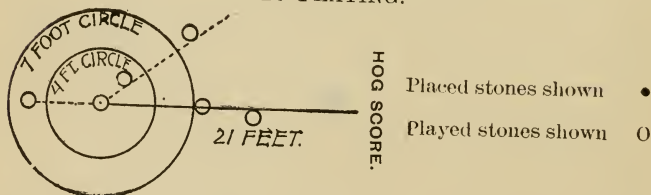


Rules for Local Competition.

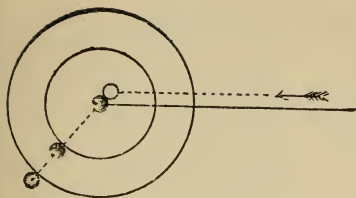
(POINT GAME.)

1. Competitors shall draw lots for rotation of play, and shall use two stones.
2. The length of the rink shall not exceed 42 yards; any lesser distance shall be determined by the umpire.
3. Circles of 7 feet and 4 feet radius shall be drawn round the tee, and a central line through the centre of the 4-foot circle to the hog-score.
4. Every competitor shall play four shots at each of the eight following points of the game, viz.: Striking, inwicking, drawing, guarding, chap and lie, wick and curl in, raising and chipping the winner, according to the following definition (See diagram next page):
5. In Nos. 2, 6, 8 and 9, two chances on the left and two on the right.

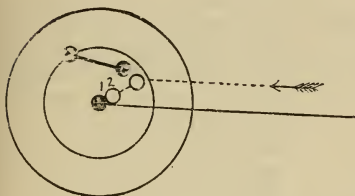
DIAGRAM TO BE DRAWN ON THE ICE PREVIOUS
TO PLAYING.



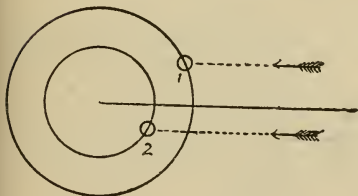
NOTE.—It will save much time if in playing local matches, two rinks be prepared lying parallel to each other, the tee of the one being at the reverse end of the other rink, every competitor play both stones up the one rink, and immediately afterwards both down the other, finishing thus at each round all his chances at that point. It will also save time if a code of signals be arranged between the marker and the players, such as, the marks to raise one hand when 1 is scored, and both hands when 2 are scored. In case of a miss hands to be kept down.



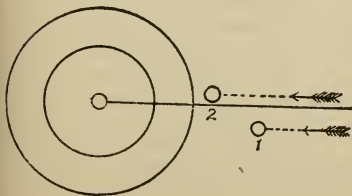
1. *Striking*.—A stone placed on the tee. If struck, to count 1; if struck out of the 7 foot circle, to count 2.



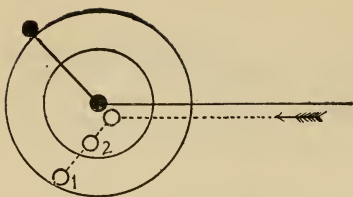
2. *Inwicking*.—A stone being placed on the tee, and another with its inner edge 2 feet 6 inches from the tee, and its fore edge on a line drawn from the tee at an angle of 45° with the central line.



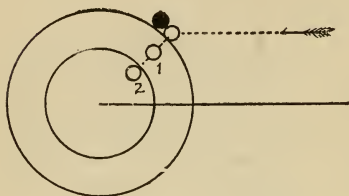
3. *Drawing*.—If the stone played lies within or on the 7 foot circle, to count 1; if within or on the 4 foot circle, to count 2.



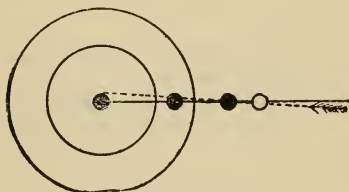
4. *Guarding*.—A stone placed on the tee. If the stone played rests within 6 inches of the central line, to count 1; if on the line, to count 2. It shall be over the hog, but not touch the stone to be guarded.



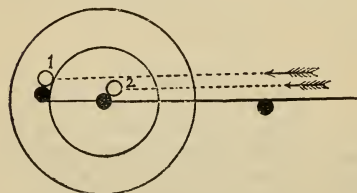
5. *Chap and Lie*.—If a stone placed on the tee be struck out of the 7 foot circle, and the played stone lie within or on the same circle, to count 1; if struck out of the 7 foot circle, and the played stone be within or on the 4 foot circle, to count 2.



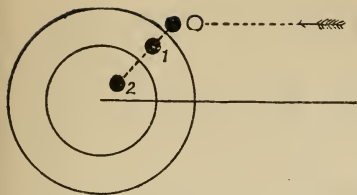
count 1; if struck, and the played stone curls on or within the 4 foot circle, to count 2.



7. *Raising*.—A stone placed with its centre on the central line and its inner edge 8 feet distant from the tee. If struck into or on the 7 foot circle, to count 1; if struck into or on the 4 foot circle, to count 2.



8. *Chipping the Winner*.—A stone being placed on the tee, and another with its inner edge 10 feet distant, just touching the central line, and half guarding the one on the tee, with its inner edge touching the central line, but on the opposite side from that on which the guard is placed. If the stone strikes the stone placed behind the tee, to count 1; if it strikes the stone on the tee, to count 2.



9. *Outwicking*.—In the event of two or more competitors gaining the same number of shots, they shall play for shots at *Outwicking*, that is, a stone being placed with its inner edge 7 feet distant from the tee, and its centre on a line, making an angle of 45° with

the central line. If struck within or on the 7 foot circle, to count 1; if within or on the 4 foot circle, to count 2. If the competition cannot be decided with the shots, the umpire shall order one or more of the preceding points to be played again by the competitors who are equal.



FENCING RULES

—OF THE—

AMATEUR FENCERS' LEAGUE

OF AMERICA.

Adopted by the Amateur Athletic Union, March 1, 1892.

Adopted April 20, 1892 ; Revised May 22, 1893.

FOIL.

1. The competition shall be conducted by a jury of three or five experienced fencers, for each bout, who shall select a referee from amongst their number, and whose decision shall be final and without appeal.
2. The English language only shall be spoken by the judges during the competition.
3. At the command of any of the judges, contestants must take the first position and lower their weapons.
4. Each contestant shall fence a bout with every other contestant.
5. Each bout shall be for an aggregate of five (5) touches, each touch to count one point.
6. Each judge, without consulting his fellow judges, may award to each contestant in the bout a maximum of .50 of a point for defence, .50 of a point for attack, and .50 of a point for general good form, or any part thereof. The award shall be determined by the average of the points thus allowed by the judges. This method of judging is based upon the idea that the contest is intended as an exhibition of skill as well as the securing of touches.

7. Touches shall count only when made upon the body, within the limits bounded by the collar of the fencing jacket, the median line, the hip, and a line drawn from the hip to the posterior limit of the armpit, around the front of the arm and along the crest of the shoulder to the collar. A touch on any of the boundary lines shall count.

8. Whenever a touch is made outside the limits, and it is evident to the judges that it would have been good if the adversary had not made an illegitimate movement, it shall count. An illegitimate movement is one by which the adversary seeks to avoid a touch within the limits prescribed by purposely presenting some other part of his body to the point.

9. A touch is of no value when the point is twisted on to the body after the slap of the foil.

10. A touch, whether fair or foul, invalidates the riposte.

11. The competitor attacked should parry; if a stop thrust be made it shall only count in favor of the giver, provided it be perceptibly in advance of the touch made by the attacking party. If both be touched simultaneously, the count shall be credited to the one who lunged. If both lunged, neither counts.

12. The judges *must* stop a corps-a-corps as soon as made.

13. A disarmament is of no value. A touch *immediately* following a disarmament counts.

14. Each contestant shall fence with the same hand throughout the bout.

15. The contestant scoring the highest aggregate of points shall be declared the winner, the next highest second, and so on.

16. A point scored from a thrust started with the elbow behind the body (jab thrusts) shall not count.

17. Each competitor shall wear a dark fencing suit, so that the white chalk marks can be easily seen.

18. Contestants shall fence within a marked space twenty feet long and thirty-six inches wide. Should any part of a contestant's foot extend beyond the boundary line, .50 point shall be deducted from his final score for each offense. When

1. contestant oversteps a boundary line, the judges shall stop the bout and start the contestants again in the middle of the marked space.

19. Foil blades shall not be more than 34 inches in length.

DUELLING SWORD.

1. The diameter of the bell guard shall not exceed 5 inches, and the blade shall not be more than 34 inches long.

2. A touch on any part of the adversary counts, and the limitation of space shall not hold.

3. There shall be no award for attack, defense or general good form.

4. Each bout shall be for an aggregate of 3 touches.

5. If both contestants are touched by simultaneous lunges, the judges shall deduct one-fourth of a point for each offense from each contestant.

6. Each competitor shall wear a dark fencing suit and dark gloves.

SABRE.

1. Sabre blades shall not be more than 33 inches long.

2. The sabre competition shall be governed by the same rules as the foil competition, except that a cut or thrust on any part of the body above the hip shall count, and the limitation of space shall not hold.

GAELIC FOOTBALL RULES.

Size of Ground—1. The ground for full teams (21 a side) shall be 196 yards long by 140 yards broad, or as near that size as can be got. The ground must be properly marked by boundary lines. Boundary lines to be at least 5 yards from the fences.

NOTE.—There is no objection to a larger ground, but no ground should be less than 140 yards long by 84 yards broad.

Number of Men—2. There shall not be less than 14 or more than 21 players a side in regular matches.

Game Officials—3. There shall be two umpires and a referee. Where the umpires disagree, the referee's decision shall be final. There shall also be a goal umpire at each end of the ground to watch for goals and points. The referee shall keep the time, and throw up the ball at the commencement of each half time.

Goals and Foints.—4. The goal-posts shall stand at each end, in center of the goal-line. They shall be 21 feet apart, with a cross-bar 8 feet from the ground. Besides the goal-post, there shall be two upright-posts standing in each goal-line 21 feet from the goal-posts. A goal is won when the ball is driven between the goal-posts and under the cross-bar. A point is counted when the ball is driven over the cross-bar, or over the goal-line within 21 feet of either goal-post.

Choice of Sides—5. The captains of the teams shall toss for choice of sides before commencing play, and the players shall stand in two ranks, opposite each other, in the center of the field until the ball is thrown up, each holding the hand of one of the other side.

Foul Play—6. Pushing from behind, butting with the head, tripping and holding, shall be deemed foul; and the player so offending shall be ordered to stand aside for such time as the referee may think fit, and his side cannot substitute another man. The referee may also

allow a free kick, if he sees reason for it. If a player be hurt and unable to play, through any breach of this rule, the referee shall allow his side to take in a man in his place.

Time of Play—7. The time of actual play shall be one hour (unless otherwise arranged), sides to be changed only at half time.

General Rules—8. When a player drives a ball over the side line, it shall be thrown back from the point where it first crossed the line by a player on the opposite side. It may be thrown in any direction, but the thrower must not play it himself until it has been touched by some other player. Neither goal nor point can be scored from a throw-in from the side lines, unless the ball be struck by some player after the throw-in, and before it crosses the goal-line. When the ball is driven over the goal-line, the goal-keeper shall have a free kick from goal; no player on the opposite side to approach nearer than the 21-yard line till the ball is kicked. No player of the kicker's side to be further out from his goal-line than the center of the ground, until the ball is kicked. If a ball that otherwise would not have crossed the line be driven over the cross-bar, or over any part of the goal-line outside the goal-posts by a player whose goal-line it is, the opposite side shall have a free kick 40 yards out from the goal-post.

Decision of Game—9. The match shall be decided by the greater number of goals; when no goal is made, or when the goals are even, it shall be decided by the greater number of points.

Striking the Ball—10. The ball may be struck with the hand. It may be caught when off the ground, and the player so catching it may kick it any way he pleases, but must not carry or throw it.

NOTE.—There is nothing in this rule to prevent the player throwing the ball a little in front to allow himself more freedom in kicking it.

Free Kicks—11. Where the rules are broken, the referee may allow a free kick if he thinks fit. In all free kicks, the ball must be kicked from the ground; no player on the opposite side to approach nearer than 14 yards until the ball is kicked; but if the free kick is allowed nearer than 14 yards off the goal-line, the opposite players need not stand behind that line.

Out of Play—12. If the ball strikes a bystander near the side-line, except the referee or umpire, it shall be considered out of play, and must be thrown in as directed in Rule 8. If it occurs at the goal-line, it also shall be considered out of play, and must be kicked from the goal. In the latter case the referee may allow a point or goal if he considers that the ball would have passed through the goal or point space but for being stopped.

Unfair Play—13. The umpires shall have, during the match, full power to disqualify any player, or order him to stand aside and discontinue play, for any act they may consider unfair, as set down in Rule 6.

14. Any player or players fouling another outside of the boundary lines shall be excluded from the game, for such time as the umpires deem proper.

No nails or iron tips allowed on the boots. Strips of leather fastened on the boots will prevent slipping.

The dress for football to be knee-breeches, stockings and shoes or boots.

N. B.—The rules shall be read carefully. The referee of a match should see they are observed to the letter.



Association Football.

1. The limits of the ground shall be, maximum length, 200 yards; minimum length, 100 yards; maximum breadth, 100 yards; minimum breadth, 50 yards. The length and breadth shall be marked off with flags and touch line; and a line defining 6 yards from the goal posts and 12 yards from the goal lines shall also be marked out. The center of the ground shall be indicated by a suitable mark, and a

circle with a 10-yard radius shall be made round it. The goals shall be upright posts, 8 yards apart, with a bar across them, 8 feet from the ground. The average circumference of the Association ball shall be not less than 27 inches, and not more than 28 inches; and in international matches, at the commencement of the game the weight of the ball shall be from 13 to 15 ounces.

2. The winners of the toss shall have the option of kick-off, or choice of goals. The game shall be commenced by a place-kick from the center of the ground in the direction of the opposite goal-line; the other side shall not approach within 10 yards of the ball until it is kicked off, nor shall any player on either side pass the center of the ground in the direction of his opponents' goal until the ball is kicked off.

3. Ends shall only be changed at half-time. After a goal is won the losing side shall kick off, but after the change of ends at half-time the ball shall be kicked off by the opposite side from that which originally did so; and always as provided in Rule 2.

4. A goal shall be won when the ball has passed between the goal-posts under the bar, not being thrown, knocked on, or carried by any one of the attacking side. The ball hitting the goal or boundary posts, or goal-bar, and rebounding into play, is considered in play. The ball crossing the goal or touch-line, either on the ground or in the air, is out of play.

5. When the ball is in touch, a player of the opposite side to that which kicked it out shall throw it in from the point on the boundary line where it left the ground. The thrower facing the field of play shall throw the ball over his head with both hands in any direction, and it shall be in play when thrown in. The thrower shall not play until the ball has been played by another player.

6. When a player kicks the ball, or throws it in from touch, any one of the same side who at such moment of kicking or throwing is nearer to the opponents' goal-line is out of play, and may not touch the ball himself, or in any way whatever prevent any other player from doing so, until the ball has been played, unless there are at such moment of kicking or throwing at least three of his opponents nearer their own goal-line; but no player is out of play in case of a

corner kick, or when the ball is kicked off from goal, or when it has been last played by an opponent.

7. When the ball is played behind the goal-line by one of the opposite side, it shall be kicked off by any one of the players behind whose goal-line it went, within 6 yards of the goal-post nearest the point where the ball left the field of play; but, if played behind by any one of the side whose goal-line it is, a player of the opposite side shall kick it from within one yard of the nearest corner flag-post. In either case no opponent shall be allowed within 6 yards of the ball until it is kicked off.

8. No player shall carry, knock on, or handle the ball under any pretence whatever, except in the case of the goal-keeper, who, within his own half of the ground, shall be allowed to use his hands in defense of his goal, either by knocking on or throwing, but not carrying the ball. The goal-keeper may be changed during the game, but not more than one player shall act as goal-keeper at the same time, and no second player shall step in and act during any period in which the regular goal-keeper may have vacated his position.

9. In no case shall a goal be scored from any free kick—except as provided in Rule 13—nor shall the ball be again played by the kicker until it has been played by another player. The kick-off, corner-flag kick and goal kick, shall be free kicks within the meaning of this rule.

10. Neither tripping, hacking, nor jumping at a player shall be allowed, and no player shall use his hands to hold or push his adversary. No player may charge an opponent from behind, unless such opponent be not only facing his own goal, but is, in the opinion of the referee, wilfully impeding his adversary while in that position.

11. No player shall wear any nails, excepting such as have their heads driven in flush with the leather, or iron plates, or gutta percha, on the soles or heels of his boots, or on his shin guards. If bars or studs on the soles or heels of the boots are used, they shall not project more than half an inch, and shall have all their fastenings driven in flush with the leather. Bars should be transverse and flat, not less than one and a half inches in length, and half an inch in width. Studs shall be round in plan, not less than half an inch in diameter, and in no case conical or pointed. Any player discovered infringing

this rule shall be prohibited from taking further part in the match.

12. A referee shall be appointed, whose duties shall be to enforce the rules and decide all disputed points. He shall also keep a record of the game and act as timekeeper; and, in the event of any ungentlemanly behavior on the part of any of the contestants, the offender or offenders shall be cautioned, and if the offence is repeated, or in case of violent conduct, without any previous caution, the referee shall have power to rule the offending player or players out of play, and shall transmit the name or names of such player or players to his or their association, in whom shall be solely vested the right of accepting an apology. The referee shall have power to terminate the game whenever, by reason of darkness, interference by spectators, or other cause, he shall think fit, and he shall report the same to the association under whose jurisdiction the match was played, who shall have full power to deal with the matter. Two linesmen shall be appointed, whose duty—subject to the decision of the referee—shall be to decide when the ball is out of play, and which side is entitled to the corner-flag kick, goal kick, or throw-in. Any undue interference by a linesman shall be reported by the referee to the association to which the linesman belongs, who shall deal with the matter in such manner as they may deem necessary. The referee shall have power to award a free kick *without any appeal* in any case where he thinks that the conduct of a player is dangerous, or likely to prove dangerous, but not sufficiently so as to justify him in putting in force the greater powers vested in him as above.

13. If any player shall intentionally trip any opposing player, or deliberately handle the ball, within 12 yards from his own goal-line, the referee shall, on appeal, award the opposing side a penalty kick. to be taken from any point 12 yards from the goal-line, under the following conditions: All players, with the exception of the player taking the penalty kick and the opposing goal-keeper (who shall not advance more than 6 yards from the goal-line), shall stand at least 6 yards from behind the ball. The ball shall be in play when the kick is taken, and a goal may be scored from the penalty kick.

14. In the event of an appeal for any supposed infringement of the rules, the ball shall be in play until a decision has been given.

15 The referee shall have power to stop the game for such a time as he may think fit, whenever he may deem it necessary to do so.

16. In the event of any temporary suspension of play from any cause, the ball not having gone into touch, or behind the goal-line, the game shall be restarted by the referee throwing up the ball at the spot where play was suspended, and the players on either side shall not play the ball until it has touched the ground.

17. In the event of any infringement of Rules 2, 5, 6, 8, 9, 10 or 16, a free kick shall be forfeited to the opposite side, from the spot where the infringement took place.

DEFINITION OF TERMS.

A Place Kick is a kick at the ball while it is on the ground, in any position in which the kicker may choose to place it.

A Free Kick is a kick at the ball in any direction the player pleases, when it is lying on the ground, none of the kicker's opponents being allowed within 6 yards of the ball, unless they be standing on their own goal-line. The ball must at least be rolled over before it shall be considered played.

Hacking is kicking an adversary intentionally.

Tripping is throwing, or attempting to throw, an adversary by the use of the legs, or by stooping in front of or behind him.

Knocking on is when a player strikes or propels the ball with his hands or arms.

Holding includes the obstruction of a player by the hand or any part of the arm extending from the body.

Handling is understood to be playing the ball with the hand or arm.

Touch is that part of the field, on either side of the ground, which is beyond the line of play.

Carrying is taking more than two steps while holding the ball.

GYMNASTIC RULES

OF THE

Amateur Athletic Union

HORIZONTAL BAR, PARALLEL BARS, FLYING RINGS
VAULTING HORSE (SIDE AND REAR) AND
CLUB SWINGING.

1. The competition shall be conducted by a jury composed of three judges, whose decisions shall be final and without appeal.

2. The judges must place themselves upon both sides of the contestants, in order to observe their general form.

3. The contestants shall draw lots and then perform in rotation.

4. Each competitor shall perform three exercises of his own selection or combination.

5. Except in case of accident to the apparatus no second trials shall be allowed.

6. The judges shall mark, each for himself, in a ratio to five points for a perfect performance, taking into consideration: 1. The difficulty of the exercise. 2. The beauty of the combination and its execution. 3. The general form of the contestant.

7. The winner of the competition shall be the one having obtained the highest aggregate number of points, next highest second, and so on.

INDIAN CLUB SWINGING.

Clubs weighing three pounds each shall be used, and

each contestant be allowed five minutes for a performance.

ROPE CLIMBING.

1. The rope, measured from the floor to a tambourine or bell fastened above, shall be as nearly twenty-five feet as the height of the hall will allow.

2. The start shall be by a pistol shot, and the time taken when the contestant strikes the bell or tambourine.

3. Each contestant shall sit on the floor, with legs extended in front, and shall not touch the floor with any part of his person after the pistol shot.

4. Each contestant shall be allowed three trials.

RULES FOR THE GAME OF GOLF,

AS PLAYED BY

THE ROYAL AND ANCIENT GOLF CLUB OF ST. ANDREWS.

1. The game of golf is played by two or more sides, each playing its own ball. A side may consist of one or more persons.

2. The game consists in each side playing a ball from a tee into a hole by successive strokes, and the hole is won by the side holing its ball in the fewest strokes, except as otherwise provided for in the rules. If two sides hole out in the same number of strokes, the hole is halved.

3. The teeing-ground shall be indicated by two marks placed in a line at right angles to the course, and the player shall not tee in front of, nor on either side of, these marks, nor more than two club lengths behind them. A ball played from outside the limits of the teeing-ground, as thus defined, may be recalled by the opposite side.

The holes shall be $4\frac{1}{4}$ inches in diameter, and at least 4 inches deep.

4. The ball must be fairly struck at, and not pushed scraped or spooned, under penalty of the loss of the hole. Any movement of the club which is intended to strike the ball is a stroke.

5. The game commences by each side playing a ball from the first teeing-ground. In a match with two or more on a side, the partners shall strike off alternately from the tees, and shall strike alternately during the play of the hole.

The players who are to strike against each other shall be named at starting, and shall continue in the same order during the match.

The player who shall play first on each side shall be named by his own side.

In case of failure to agree, it shall be settled by lot or toss which side shall have the option of leading.

6. If a player shall play when his partner should have done so, his side shall lose the hole, except in the case of the tee shot, when the stroke may be recalled at the option of the opponents.

7. The side winning a hole shall lead in starting for the next hole, and may recall the opponent's stroke should he play out of order. This privilege is called the "honor." On starting for a new match, the winner of the long match in the previous round is entitled to the "honor." Should the first match have been halved, the winner of the last hole gained is entitled to the "honor."

8. One round of the links—generally 18 holes—is a match, unless otherwise agreed upon. The match is won by the side which gets more holes ahead than there remains holes to be played, or by the side winning the last hole when the match was all even at the second last hole. If both sides have won the same number it is a half match.

9. After the balls are struck from the tee, the ball farthest from the hole to which the parties are playing shall be played first, except as otherwise provided for in the rules. Should the wrong side play first the opponent may recall the stroke before his side has played.

10. Unless with the opponent's consent, a ball struck from the tee shall not be changed, touched or moved before the hole is played out, under the penalty of one stroke, except as otherwise provided for in the rules.

11. In playing through the green, all *loose* impediments, within a club's length of a ball which is not lying in or touching a hazard, may be removed, but loose impediments which are more than a club's length from the ball shall not be removed under the penalty of one stroke.

12. Before striking at the ball, the player shall not move, bend or break anything fixed or growing near the ball, except in the act of placing his feet on the ground for the purpose of addressing the ball, and in soiling his club to address the ball, under the penalty of the loss of the hole, except as provided for in Rule 18.

13. A ball stuck fast in wet ground or sand may be taken out and replaced loosely in the hole which it has made.

14. When a ball lies in or touches a hazard, the club shall not touch the ground, nor shall anything be touched or moved before the player strikes at the ball, except that the player may place his feet firmly on the ground for the purpose of addressing the ball, under the penalty of the loss of the hole.

15. A "hazard" shall be any bunker of whatever nature: water, sand, loose earth, molehills, paths, roads or railways, whins, bushes, rushes, rabbit scrapes, fences, ditches, or anything which is not the

the ordinary green of the course, except sand blown on to the grass by wind, or sprinkled on grass for the preservation of the links, or snow or ice, or bare patches on the course.

16. A player or a player's caddie shall not press down or remove any irregularities of surface near the ball, except at the teeing-ground, under the penalty of the loss of the hole.

17. If any vessel, wheel-barrow, tool, roller, grass-cutter, box, or other similar obstruction has been placed upon the course, such obstruction may be removed. A ball lying on or touching such obstruction, or on clothes, or nets, or on ground under repair or temporarily covered up or opened, may be lifted and dropped at the nearest point of the course, but a ball lifted in a hazard shall be dropped in the hazard. A ball lying in a golf hole or flag hole, may be lifted and dropped not more than a club's length behind such hole.

18. When a ball is completely covered with fog, bent, whins, etc., only so much thereof shall be set aside as that the player shall have a view of his ball before he plays, whether in a line with the hole or otherwise.

19. When a ball is to be dropped, the player shall drop it. He shall front the hole, stand erect behind the hazard, keep the spot from which the ball was lifted (or in the case of running water, the spot at which it entered) in a line between him and the hole, and drop the ball behind him from his head, standing as far behind the hazard as he may please.

20. When the balls in play lie within six inches of each other—measured from their nearest points—the ball nearer the hole shall be lifted until the other is played, and shall then be replaced as nearly as possible in its original position. Should the ball farther from the hole be accidentally moved in so doing, it shall be replaced. Should the lie of the lifted ball be altered by the opponent in playing, it may be placed in a lie near to, and as nearly as possible similar to, that from which it was lifted.

21. If the ball lie or be lost in water, the player may drop a ball, under the penalty of one stroke.

22. Whatever happens by accident to a ball *in motion*, such as its being deflected or stopped by any agency outside the match, or by the forecaddie, is a "rub of the green," and the ball shall be played from where it lies. Should a ball lodge in anything moving, such ball, or if it cannot be recovered, another ball shall be dropped as nearly as possible at the spot where the object was when the ball

lodged in it. But if a ball *at rest* be displaced by any agency outside the match, the player shall drop it or another ball as nearly as possible at the spot where it lay. On the putting-green the ball may be replaced by hand.

23. If the player's ball strike, or be accidentally moved by an opponent, or an opponent's caddie or clubs, the opponent loses the hole.

24. If the player's ball strike, or be stopped by himself or his partner, or either of their caddies or clubs, or if, while in the act of playing, the player strike the ball twice, his side loses the hole.

25. If the player, when not making a stroke, or his partner or either of their caddies touch their side's ball, except at the tee, so as to move it, or by touching anything cause it to move, the penalty is one stroke.

26. A ball is considered to have been moved if it leave its original position in the least degree and stop in another; but if a player touch his ball and thereby cause it to oscillate, without causing it to leave its original position, it is not moved in the sense of Rule 25.

27. A player's side loses a stroke if he play the opponent's ball, unless (1) the opponent then play the player's ball, whereby the penalty is canceled, and the hole must be played out with the balls thus exchanged, or (2) the mistake occur through wrong information given by the opponent, in which case the mistake, if discovered before the opponent has played, must be rectified by placing a ball as nearly as possible where the opponent's ball lay.

If it be discovered before either side has struck off at the tee that one side has played out the previous hole with the ball of a party not engaged in the match, that side loses that hole.

28. If a ball be lost, the player's side loses the hole. A ball shall be held as lost if it be not found within five minutes after the search is begun.

29. A ball must be played wherever it lies, or the hole be given up, except as otherwise provided for in the Rules.

30. The term "putting-green" shall mean the ground within 20 yards of the hole, excepting hazards.

31. All loose impediments may be removed from the putting-green, except the opponent's ball when at a greater distance from the player's than six inches.

32. In a match of three or more sides, a ball in any degree lying between the player and the hole must be lifted, or, if on the putting-green, holed out.

33. When the ball is on the putting-green, no mark shall be placed, nor line drawn as a guide. The line to the hole may be pointed out, but the person doing so may not touch the ground with the hand or club.

The player may have his own or his partner's caddie to stand at the hole, but none of the players or their caddies may move so as to shield the ball from, or expose it to, the wind.

The penalty for any breach of this rule is the loss of the hole.

34. The player, or his caddie, may remove (but not press down) sand, earth, worm casts or snow lying around the hole or on the line of his putt. This shall be done by brushing lightly, with the hand only across the putt and not along it. Dung may be removed to a side by an iron club, but the club must not be laid with more than its own weight upon the ground. The putting line must not be touched by the club, hand or foot, except as above authorized, or immediately in front of the ball in the act of addressing it, under the penalty of the loss of the hole.

35. Either side is entitled to have the flag-stick removed when approaching the hole. If the ball rest against the flag-stick when in the hole, the player shall be entitled to remove the stick, and if the ball fall in, it shall be considered as holed out in the previous stroke.

36. A player shall not play until the opponent's ball shall have ceased to roll, under the penalty of one stroke. Should the player's ball knock in the opponent's ball, the latter shall be counted as holed out in the previous stroke. If, in playing, the player's ball displace the opponent's ball, the opponent shall have the option of replacing it.

37. A player shall not ask for advice, nor be knowingly advised about the game by word, look or gesture from any one except his own caddie, or his partner or partner's caddie, under the penalty of the loss of the hole.

38. If a ball split into separate pieces, another ball may be put down where the largest portion lies, or if two pieces are apparently of equal size, it may be put where either piece lies, at the option of the player. If a ball crack or become unplayable, the player may change it, on intimating to his opponent his intention to do so.

39. A penalty stroke shall not be counted the stroke of a player, and shall not affect the rotation of play.

40. Should any dispute arise on any point, the players have the right of determining the party or parties to whom the dispute shall

be referred, but should they not agree, either party may refer it to the Green Committee of the green where the dispute occurs, and their decision shall be final. Should the dispute not be covered by the rules of golf, the arbiters must decide it by equity.

SPECIAL RULES FOR MEDAL PLAY.

1. In club competitions, the competitor doing the stipulated course in the fewest strokes shall be the winner.

2. If the lowest score be made by two or more competitors, the ties shall be decided by another round to be played either on the same or on any other day as the captain, or, in his absence, the secretary shall direct.

3. New holes shall be made for the medal round, and thereafter no member shall play any stroke on a putting-green before competing.

4. The scores shall be kept by a special marker, or by the competitors noting each other's scores. The scores marked shall be checked at the finish of each hole. On completion of the course, the score of the player shall be signed by the person keeping the score and handed to the secretary.

5. If a ball be lost, the player shall return as nearly as possible to the spot where the ball was struck, tee another ball and lose a stroke. If the lost ball be found before he has struck the other ball, the first shall continue in play.

6. If the player's ball strike himself, or his clubs or caddie, or if, in the act of playing, the player strike the ball twice, the penalty shall be one stroke.

7. If a competitor's ball strike the other player, or his clubs or caddie, it is a "rub of the green," and the ball shall be played from where it lies.

8. A ball may, under a penalty of two strokes, be lifted out of a difficulty of any description, and be teed behind same.

9. All balls shall be holed out, and when play is on the putting-green, the flag shall be removed, and the competitor whose ball is nearest the hole shall have the option of holing out first, or of lifting his ball, if it be in such a position that it might, if left, give an advantage to the other competitor. Throughout the green a competitor can have the other competitor's ball lifted, if he find that it interferes with his stroke.

HANDBALL RULES

AND

EXPLANATIONS.

Twenty-one aces shall constitute a game.

An ace is when a server sends the ball to any part of the outer court beyond the ace line, and it is not returned to the front wall by an opponent. All balls must be recovered on the first bound after reaching the floor. That is, a ball can take the circuit of the four walls before it can be termed returnable. The service is considered to be very difficult when the ball, after hitting the front wall, takes in either the side walls on a fly, bounds on the floor, and then comes off the back wall; or after hitting one side wall bounds from the floor to the back wall, and thence to the other side wall. The great trouble in recovering these balls is that the force of their flight is expended when they come in contact with the last wall, and, therefore, drop dead to the floor. If the ball is returned to the front wall the server must recover it, either on the fly or first bound; if he fails the hand is out, and his opponent becomes a server. It is allowable to serve at either side of the court, but always within the two parallel lines. Stepping beyond the inner line twice in succession, or hitting either side wall, roof or floor before striking the front wall, or serving three short balls in succession, shall cause the loss of a hand.

A low sharp service that can be placed at a side angle of the court without any rise to the ball, or sent to the extreme outside corners, is particularly destructive. Then there are the "Scotch twist," a high service that sends the ball around the court in an irritating fashion, and a towering ball, that does not commence to drop until reaching the corners, and then continues its fall close to the wall. There are a few players, but they can be counted upon one's fingers, who can serve the ball to the right and left without changing their position. This requires a great deal of skill and experience, but it can be done effectively, and should be seen oftener in practice.

The ball shall be $1\frac{1}{4}$ inches in diameter and $1\frac{5}{8}$ ounces in weight.

The brilliancy of the game depends as much upon a good ball as a good pair of hands. An improperly made ball is discouraging to an expert; in fact, no one who has any regard for the safety of his hands, should indulge in the game without first testing the quality of the little sphere. While no general regulations have ever existed in regard to this matter, the Brooklyn Handball Club, the leading organization of the kind in the world, has adopted a standard ball which is recognized at all the prominent courts in America as the best for all purposes. It is constructed with as much care as the Spalding regulation baseball, or the standard cricket ball of England. The foundation is laid with a round bit of cork or solid rubber. That is wrapped with a thin strip of rubber, upon the top of which is rolled yarn of the finest character. The covering is of horsehide, neatly stitched. A great deal depends on the strength of the wrapping whether the ball will be lively, or just moderately so. Some players like plenty of life in the ball, some admire a hard dead ball, while men like Casey, Dunne, Courtney and other leading experts prefer a well made ball above anything else, one neither too hard nor too soft, but with a true and fairly lively bound. There is a great deal of time and labor expended in perfecting these little globes, and those of the best make are sold for \$1 a piece.

The Irish ball, as a general rule, differs considerably from the one used in America. They are smaller, and not near as much attention paid to the composition or finish. The harder the ball, the better an Irish expert likes it. As he depends chiefly upon service for his success, he wants a ball that will fairly batter down a front wall. That is the reason while seven-eighths of the players in Ireland at the present time object to the American style of playing the game and adopting their ball. Take the service away from them, and you destroy all the effects of their playing.

In a four-handed match, parties winning the toss are allowed only one hand at the commencement. The server's partner shall stand inside of the ace line, with his back to either the right or left wall, until the service ball strikes the front wall. All balls striking an opponent shall be a hinder.

The server's partner and one of the opponents generally stand side by side against the left hand wall, if the service is from the right.

The recoverer is on the alert in the outer court the same as in a single-handed game. It is not compulsory, however, that the opponent of the server's partner shall stand just outside of the ace line. He can go in the outer court and help his partner to recover service, but he may be more useful at the line, particularly to take all line service to the left on the fly. This is a very important position against a heavy server, because in a majority of instances it results in the disposing of the hand.

A hinder is when a ball strikes your opponent and retards it from reaching the front wall. For instance, if the recoverer of service should strike either of his opponents with the ball on the way to its destination, it is termed a hinder. If said recoverer, however, strikes his partner instead of an opponent, it is an ace against him. Then again, if the server should be hit by his partner's ball it is a hand out. A great many of these hindrances are accidents pure and simple, but in some instances they can be avoided, and, if in the opinion of the referee the hinder was intentional, an ace can be counted against the side committing it, or a hand be declared out just as the case may be. A server at work frequently hits his partner while standing within the ace line; this is also called a hinder. If a ball from a server strikes either of his opponents, before or after bounding, it becomes non-playable and is counted an ace.

When a ball from the server drops anywhere inside of the ace line, the player has the privilege of using his hand or foot; if the hand is used, it counts the same as if it was served regularly over the line; if the foot, the striker or his partner has the privilege of stopping the ball before it reaches the front wall. If the ball after being struck with the foot gets to the front wall, the striker or his partner shall have to return it before stopping it.

The use of the foot is not very frequent, and is not considered to be at all scientific. There is considerable talk of barring the play altogether. It is claimed that it would be difficult as well as dangerous to cultivate the style, and what effectiveness could be reached, would be more than offset by injuries to players.

Only one hand shall be used in striking the ball, otherwise a foul is committed, and the punishment is the loss of a hand or an ace.

After a server and partner shall have been retired, they must be allowed sufficient time to take their positions in the outer court.

All claims shall be decided by the referee, whose decisions are final.

This is one of the most interesting features connected with the game as it is played in America. If there is a single-handed or double-handed match, a man is usually selected for referee who has the entire confidence of the principals and spectators, and strange to say that in all the important contests within the experience of the writer, it has never been a difficult matter to agree upon that official. And his labors are very exacting, too, and without he makes himself master of the situation at once, he will be in a far worse position than the poor umpire on a baseball field. But, a conflict between a handball player and a referee rarely occurs. If an appeal is made by a player, and sometimes it is done very vigorously, the referee generally decides the point quickly and with such firmness that convinces the player, that to dispute the decision would be useless and costly. The referee has the power to inflict various punishments upon those who violate the playing rules, and obedience to that official is considered to be imperative.

While not being covered by the rules, it is incumbent upon each and every man to make as neat appearance as possible while in the court. This is carried out in almost every instance, and in no other athletic exercise is this feature so strictly observed. Twenty years ago men could play under any conditions—bare feet was a favorite with many, while in other instances scanty attire prevailed. If a man were to appear under these circumstances at the present time he would soon be told that he was not wanted. Most of the clubs in America has special uniforms, the Brooklyn Handball Club being the first to establish such a proceeding.

HITCH AND KICK.

The Field Judges shall decide the height at which the tambourine shall be placed, and shall regulate the succeeding elevations.

Each competitor shall be allowed three trials at each height, and if on the third trial he shall fail, he shall be declared out of the competition.

Competitors shall compete in order as placed in the programme; then those failing, if any, shall have their second trial jump in a like order, after which those having failed twice shall make their third trial jump.

Touching the tambourine with foot or any part of the leg below the knee, counts as a fair kick and nothing else.

Springing and kicking without touching the object kicked at counts as a try, and must be recorded as one of the three trials.

The distance of the run shall be unlimited.

A competitor may decline at any height in his turn, and, by so doing, forfeits his right to again jump at the height declined.

The contestants must spring, kick and alight on the same foot.

The tambourine shall not be more than a foot in diameter.



Rules of Hockey.

1. The game is played with white, self-inflating india-rubber balls, and light ash sticks with a crook at one end. The stick must not exceed 34 inches in length, nor $4\frac{1}{2}$ ounces in weight, and the crook must not be more than 4 inches long. The ball must not exceed $1\frac{3}{4}$ inches in diameter, nor 1 ounce in weight.

2. The ground on which the game is played should be rectangular—about 125 yards long by about 54 yards wide.

3. In the centre of each end of the ground, goals, such as are used for football, should be placed—posts 11 feet high, 18 feet apart, with a cross bar 10 feet from the ground.

4. The object of the game is to strike the ball with the hockey stick, so as to make it pass between the goal-posts, under the cross-bar, and touch the ground behind the goal.

5. A line passing through the two goal posts, and at right angles to a line joining the centres of the two goals, shall be marked and called the goal-line.

6. In front of each goal, and 69 feet from the same, shall be drawn a line parallel to the goal-line and called the base-line.

7. The number of players on each side shall be 15.

8. The captains of the respective sides shall toss up before the commencement of the match, and the winner of the toss shall have the right to choose goal or hit-off.

9. No player is allowed to come between the base-line and goal-line of his opponent, unless the ball be there and be in play.

10. The ball is not in play until it has been hit-off, which may be done from any point behind the base-line.

11. The ball ceases to be in play as soon as it has passed the side, or touch boundary or goal-line.

12. If the ball goes into touch (*i. e.* crosses the touch-line), the first player who touches it with his hand must bring it to the spot where it crossed the touch-line, and either (1) throw it out from that spot in a direction at right angles to the touch-line, or (2) place it on the ground at that spot, and strike it with his stick in any direction he pleases. As soon, however, as the ball is placed on the ground it is in play, and may be struck by any player.

13. When the ball is in touch it may be struck with the hockey stick or kicked.

14. When the ball has been struck behind the goal-line belonging to one side, and the player of the opposing side is the first to touch the ball with his hand he shall have the right to hit out—*i. e.* he shall bring the ball to the point where it crossed the goal-line, and from thence hit it out in any direction he pleases, provided that all the other players of his side be beyond the base-line at the moment of his placing the ball on the ground, and remain there until the ball is struck. As soon as the hockey stick touches the ball it is in play; but until it does so no player of the defending side shall go beyond a line through the nearer goal-post at right angles to the goal-line, or outside the base-line.

15. The goal-keeper may stop the ball in any way he pleases; but he must not hold the ball, or throw it, or strike it with anything but his hockey stick, and that in a direction from his right hand to his left.

16. A player may only strike the ball with his hockey stick, and that in a direction from his right to his left.

17. To be in such a position that you cannot lawfully strike the ball is to be "off side."

18. A player may stop the ball with his hockey stick, held vertically in front of him, or on his right side; but if he strike the ball from his left hand to his right, or stop the ball intentionally with any part of his person, or intentionally or unintentionally with any part above the knee, he shall be at once pronounced "off-side," and

may not hit the ball again until one of the opposing side has done so.

19. If "off side" having been cried, the penalty for it be disregarded, the opposite party have a right to a "free hit," the ball being placed on the ground where the free hit occurred, and none of the side at fault coming nearer than ten paces to the ball until it is in play.

20. The free hitter must be named by his captain.

21. As soon as the ball has been touched by the hockey stick of the free hitter it is in play, but not until then.

22. A free hit must be claimed at once, and cannot be allowed if touched twice by any player or players belonging to the side claiming the free hit.

23. No player may catch, or hold, or throw, or carry the ball; nor may he push the ball before him with his stick, or hook it towards him, except in a direction from his right hand to his left.

24. A player cannot win a goal by a hit off side until the ball has been struck at least twice by a player or players belonging to the side opposed to the "off sider."

25. A player cannot win a goal by making the ball rebound off his own person, or off that of any player of his own side; but he may lose a goal by so doing.

26. A player cannot lose a goal by making the ball rebound off the person of an adversary; but he may win a goal by so doing.

27. If, after the ball has been properly hit through the goal-posts, it be struck back by a player or caught by the goal-keeper, before it touches the ground behind the goal, no goal shall be counted as won, and the ball shall be hit off again as at the commencement of the game.

28. Whenever a goal shall have been obtained, the side which has lost the goal shall then hit off.

29. Goals shall be changed at half-time.

30. No shinning or striking players with hockey sticks shall be lawful.

31. No player may hold, or trip up, or push another player with his hands; and no player may hold or obstruct the hockey stick of another, except with his own hockey stick.

32. All disputes should be referred at once to the captain, who shall have the sole and entire right to settle them as he thinks fit, as far as the then match is concerned.



LACROSSE RULES

—OF THE—

AMATEUR ATHLETIC UNION

LAWS OF LACROSSE.

RULE I.

THE CROSSE.

SECTION 1. The crosse may be of any length to suit the player; woven with catgut, which must not be bagged. ("Catgut" is intended to mean raw-hide, gut or clock strings; not cord or soft leather.) The netting must be flat when the ball is not on it. In its widest part the crosse shall not exceed one foot. A string must be brought through a hole at the side of the tip of the turn, to prevent the point of the stick catching an opponent's crosse. A leading string resting upon the top of the stick may be used, but must not be fastened, so as to form a pocket, lower down the stick than the end of the length strings. The length strings must be woven to within two inches of their termination, so that the ball cannot catch in the meshes. No metal of any kind or in any shape shall be used upon the crosse. Splices must be made either with string or gut. A "bumper" may be used at lower end of netting to prevent the ball from catching there, but must not be so formed or attached thereto, that it will hold the ball or interfere with its free passage up or down the netting.

RULE II.

THE BALL.

SECTION 1. The ball shall be of india rubber sponge, size No. 40, manufactured by the New York Rubber Company. Before every game the home team shall furnish four new balls to the Referee. As often as the Referee declares the ball in play to be lost, a spare ball shall be placed in play, and the home team shall furnish another ball to the Referee, so that he shall always have a spare ball in his possession.

RULE III.

THE GOALS.

SECTION 1. The goal shall consist of two flag poles, 6 feet in length above the ground, including any top ornament, and 6 feet apart. The goals shall be not more than 125 yards apart, and not less than 100 yards, and in positions agreed upon by the Captains of the teams. In games they must be furnished by the home team.

RULE IV.

THE GOAL CREASE.

SECTION 1. The goal crease shall be in the form of a square, whose sides shall be 12 feet. The goal posts shall be on a line drawn across the square, 6 feet from either end, each post being 3 feet from the respective sides. No attacking player shall be allowed within this crease. When the ball has passed the goal posts, players may cross over the crease, however, but in no case shall they remain in the crease.

RULE V.

THE TEAMS.

SECTION 1. Twelve players shall constitute a full team, who shall be regular members in good standing of the club they represent. No player shall be allowed to change clubs during the season.

SEC. 2. Every club which enters a team for the championship shall furnish to the Chairman of A. A. U. Lacrosse Committee,

not later than two weeks before the date fixed for beginning championship series, a list of its players, not exceeding 25 in number. No player other than those so named shall be eligible to compete for the championship, and any team which is found guilty of using a player or players not on its list shall forfeit to its opponents all games in which such player or players took part.

SEC. 3. Should one team be deficient in the number of players, at the time fixed for starting a game, their opponents may either limit their own number, to equalize the sides, or compel the other team to play short-handed.

SEC. 4 Should any player be injured or taken ill during a game, and be compelled to leave the field, the opposite side shall drop a man to equalize the teams. In the event of any dispute between the Field Captains as to the injured player's fitness to continue the game, the matter shall at once be decided by the Referee.

SEC. 5. No change of players must be made after a game has commenced, except for reasons of illness or injury during the game. In the event of a game being postponed and resumed where left off, there shall be no change of players on either team, except by mutual consent of the competing clubs.

SEC. 6. No Indian or professional shall be allowed to play in the team of any club competing for A. A. U. championship.

RULE VI.

CAPTAINS.

SECTION 1. Captains to superintend the play shall be appointed by each side previous to the commencement of a match. They shall be members of the club by whom they are appointed, and no other. They may or may not be players in the match.

SEC. 2. Captains who are non-players shall not carry a crosse, nor shall they be dressed in Lacrosse uniform, nor shall they in any manner obstruct the play or interfere with an opponent during a match, under the penalty hereinafter described for foul play.

SEC. 3. They shall be the representatives of their respective teams in all disputes, in which they may each be assisted by one player, whom they may select.

SEC. 4. They shall select Umpires and Referees as laid down in these Rules, toss for choice of goals, and the said Captains shall be entitled to call "foul" during a match. They shall report any infringement of the laws during a match to the Referee.

SEC. 5. Before the commencement of a match, each Captain shall furnish the Referee with a full and correct list of his twelve.

SEC. 6. The Captains shall arrange, previous to a match, whether it is to be played out in one day, postponed at a stated hour in the event of rain, darkness, etc., or to be considered a draw under certain circumstances, and, if postponed, if it is to be resumed where left off.

SEC. 7. No team will be allowed to use a professional as Field Captain, under any circumstances.

RULE VII.

REFEREE.

SECTION 1. The Referee in all cases must be a thoroughly competent and impartial person and, unless by mutual agreement, shall not be a member of either of the competing clubs.

SEC. 2. Each club shall have the privilege of choosing the Referee for games on its own grounds, but shall notify visiting clubs of such selection not later than three days before the date fixed for game. Any club neglecting to send such notification within the limit specified shall forfeit to visiting clubs its right to appoint a Referee.

SEC. 3. In the event of a club choosing as Referee any person known to be either incompetent or partisan, the competing club may decline to accept him and play the game under protest, if he is continued in office after their objection is offered.

SEC. 4. Before the game begins the Referee shall see that properly qualified Umpires are selected, as provided for in Rule VIII. All disputed points and matters of appeal that may arise during his continuance in office shall be left to his decision, which, in all cases, must be final, without appeal.

SEC. 5. Before the game begins, he shall draw the players up in lines, and see that the regulations respecting the ball, crosses, spiked soles, etc., are complied with. He shall also see that the regulations respecting the goals are adhered to. He shall ascertain before the commencement of a game the number of games to be played, time for stopping, and any other arrangements that may have been made by the Captains. He shall have the power to suspend at any time during the game any player infringing these laws—the game to go on during such suspension.

SEC. 6. When “foul” has been called, the Referee shall immediately cry “time” (unless satisfied that a foul has not been committed), after which the ball must not be touched by either party, nor must the players move from the positions in which they happen to be at the moment, until the Referee has called “play.” If a player should be in possession of the ball when “time” is called, he must drop it on the ground. If the ball enters goal after “time” has been called it shall not count.

SEC. 7. His term of office shall only cover the time from which the game begins until it is concluded, and his decision awarding the game must then be given. His jurisdiction shall then end and he shall have no longer any power to act as Referee. At the commencement of the game, and after goals are scored or “ball out of bounds,” he shall see that the ball is properly faced, and when both sides are ready, shall call “play.” He shall not express an opinion on any point submitted to him until he has taken the evidence on both sides. After doing so, his decision in all cases shall be final. Any side rejecting his decision, by refusing to continue the game, shall be declared losers.

RULE VIII.

UMPIRES.

SECTION 1. There shall be one Umpire at each goal. They shall be disinterested parties, and shall have no pecuniary interest, direct or indirect, in the result of the game. They

shall not be members of either club engaged in the match, unless by mutual consent of Captains, nor shall they be changed during the progress of the match without the consent of both Captains, unless as provided for in Section 4 of this rule.

SEC. 2. Their jurisdiction shall last during the game for which they were appointed. They shall not change goals during a game. No person shall be allowed to speak to an Umpire, or in any way distract his attention, when the ball is near or nearing his goal. They shall stand behind the flags when the ball is near or nearing their goal. In the event of game being claimed, the Umpire at that goal shall at once decide whether or not the ball has fairly passed through the flags, his decision simply being "goal" or "no goal," without comment of any kind. He shall not be allowed to express an opinion, and his decision shall in all cases be final, without appeal.

SEC. 3. The Umpires shall be chosen by the Captains, but in the event of their failing to agree, after three nominations (in accordance with this rule) have been made by each party, it shall be the duty of the Referee to appoint one or more Umpires as may be required, who shall not be one of the persons objected to, who must be duly qualified as required by this rule.

SEC. 4. If, after the commencement of a game, it becomes apparent that either Umpire, on account of partisanship, or any other cause, is guilty of giving unjust decisions, the side offended against may enter a protest with the Referee against said Umpire's conduct, and ask for his immediate removal. After hearing the evidence from both sides, the Referee shall decide whether he shall be dismissed or continued in office. If dismissed, the Referee shall at once appoint another Umpire to act in his stead. Any decision, however, which he may have given previous to his dismissal shall hold good.

SEC. 5. No professional shall be allowed to act as Umpire unless by mutual consent of both Captains.

RULE IX.

THE GAME.

SECTION 1. The Referee shall start the game by facing the ball in the centre of the field between a player from each side. The facing at the beginning of a game, and whenever, for any reason, the ball is taken to centre field during the progress of a game, is to be done in a square, whose sides shall be 12 feet, and no other players than the two facing shall be allowed within said square until the ball has passed out of the squares. The ball shall be laid upon the ground between the sticks of the players facing, and when both sides are ready the Referee shall call "play." The players facing shall have their left side toward the goal they are attacking, and shall not be allowed to use a left-handed crosse.

SEC. 2. A game shall be decided by the winning of the most goals in an hour and a half's actual play, with a rest of ten minutes at half time. Games must in all cases be won by putting the ball through the goal from the front side.

SEC. 3. On the day selected, if only one team puts in an appearance, it shall be entitled to claim a victory by default. If its opponents refuse to fulfil their engagements, or do not appear upon the ground at the specified time, the club complying with the terms agreed upon shall be declared the winner of the game.

SEC. 4. When it happens, however, that neither team is ready to begin playing at the hour appointed for game, the team which completes its numbers first cannot claim a default from its opponent. Latter shall be entitled to 15 minutes additional time, and if then unable to present a full team shall, if required by its opponent, be obliged to play shorthanded or forfeit the game.

SEC. 5. A team which begins a game shorthanded must finish it with the same number of players with which it started the game, unless otherwise agreed to by its opponent.

SEC. 6. After each game players must change goals.

SEC. 7. Should the ball be accidentally put through a goal by one of the players defending it, it is game for the side attack-

ing that goal. Should it be put through the goal by any one not actually a player, it shall not count. A ball thrown through the goal by the hand or kicked through when a player is out of play, shall not count a game.

SEC. 8. In the event of a flag-pole being knocked down during a match, and the ball put through what would be the goal if the flag-pole were standing, it shall count game for the attacking side.

SEC. 9. When a game is claimed and disallowed, the Referee shall order the ball to be faced for, where it is picked up; but in no case must it be closer to the goals than ten yards in any direction.

SEC. 10. The Goal-keeper while defending goal within the goal-crease, may pat away with his hand, or block the ball in any manner with his crosse or body.

SEC. 11. Should the ball lodge in any place inaccessible to the crosse, it may be taken out with the hand, and the player picking it up must "face" with his nearest opponent.

SEC. 12. Should the ball catch in the netting, the crosse must be struck on the ground to dislodge it.

SEC. 13. Balls thrown out of bounds must be "faced" for at the nearest spot within the bounds, and all the players shall remain in their places until the ball is "faced." The Referee shall see that this is properly done, and when both sides are ready shall call "play." The "bounds" must be distinctly settled by the Captains before the commencement of the match.

SEC. 14. Players may change their crosse during a match.

SEC. 15. If a player should be in possession of the ball when "time" is called, he must drop it on the ground. If the ball enters goal after "time" has been called, it shall not count.

SEC. 16. In the settlement of any dispute, whether by the Umpires or Referee, it must be distinctly understood that the Captains, with one player each, to be selected by them, have the right to speak on behalf of their respective clubs; and any proposition or facts that any player may wish brought before the Referee must come through the Captains or the players selected by them.

SEC. 17. In case neither side scores a goal within the time limit, the match shall continue until one goal is made.

RULE X.

FOUL PLAY.

SECTION 1. No player shall grasp his opponent's crosse with his hands, hold it with his arms or between his legs, nor shall any player more than six feet from the ball hold his opponent's crosse with his crosse, run in front of him, or interfere in any way to keep him from the ball until another player reaches it.

SEC. 2. No player with his crosse or otherwise shall hold another, push with the hand, or wrestle with the legs so as to throw an opponent.

SEC. 3. No player shall hold the ball in his crosse, with his hand or person, or lie or sit upon it.

SEC. 4. No player shall move from his position when "time" is called until the ball is again "faced." Persistent infringement of this rule shall subject the offenders to be ruled off for the remainder of the game by the Referee.

SEC. 5. No player shall throw his crosse at a player or at the ball, under any circumstances; and such action will be considered a "foul." Should a player lose his crosse during a game, he shall consider himself "*out of play*," and shall not be allowed to touch the ball in any way until he again recovers it. Kicking the ball is absolutely prohibited to players without a crosse.

SEC. 6. The ball must not be touched with the hand, save in cases of Sections 10 and 11, Rule IX.

SEC. 7. It shall be a foul to check the Goal-keeper from behind the goal.

SEC. 8. No player shall wear spiked soles or boots, and any player attempting to evade this law shall be ruled out of the game.

SEC. 9. Any player deliberately striking or tripping another, or raising his hand to strike, shall be immediately ruled out of the game. No player shall deliberately kneel, lie down or drop in front of an opponent, when both are in pursuit of the ball.

SEC. 10. No player shall charge into another after he has thrown the ball.

SEC. 11. The crosse or square check, which consists of one player charging into another with both hands on the crosse so as to make the crosse strike the body of his opponent, is strictly forbidden.

SEC. 12. No player shall interfere in any way with another, who is in pursuit of an opponent in possession of the ball.

SEC. 13. "Shouldering" is allowed only when the players are within six feet of the ball, and then from the side only. No player must, under any circumstances, run into or shoulder an opponent from behind. The body-check is hereby defined as simply interposing or placing the body of the checker in the way of the player in possession of the ball. Any other use of it is strictly forbidden.

SEC. 14. No player shall enter the goal-crease save when the ball has passed behind the goal-posts, when he may cross the crease. Should a player enter the goal-crease, the ball is to be given the Goal-keeper, who shall have a free throw, standing within the crease. The Umpire shall decide when this rule has been violated.

SEC. 15. The referee shall be the judge of fouls and shall call time to decide them.

SEC. 16. When a foul is allowed by the Referee, the player fouled shall have the option of a free "run" or "throw" from the place where the foul occurred. For that purpose all players within ten feet of said player shall move away to that distance, all others retaining their positions. But if a foul is allowed within twenty yards of the goal, the man fouled shall move away that distance from goal before taking the run or throw allowed him.

SEC. 17. If a foul is claimed and time called, and the foul then not allowed, the player accused of fouling shall be granted a free "run" or "throw" under the conditions above mentioned (Sec. 16).

RULE XI.

SETTLEMENT AND PENALTY FOR "FOULS."

SECTION 1. Any player considering himself purposely injured during the play, shall report to the Referee, who shall warn the player complained of.

SEC. 2. Except in cases already provided for, the penalty of fouling shall be discretionary with the Referee. For *ordinary* "fouls," which in no way affect the result of the game, he shall caution the offender for the first offense; if repeated, the Referee must suspend him for the rest of the game (not match) in which such "fouls" take place, without stopping the play. Sections 1, 2, 3, 4, 5, 6 and 7 of Rule X shall be considered ordinary "fouls," and under this clause.

SEC. 3. For *deliberate* fouls, which occasion injury to opponents, or affect the result of the game—for the first offense, the Referee must suspend the player for the game (not match) in which such foul takes place. For a second offense, the Referee must remove the offending player and compel his side to finish the match short-handed. Sections 10, 11, 12 and 13 shall be considered as deliberate fouls under this clause.

RULE XII.

MISCELLANEOUS.

SECTION 1. Any player using profane or ungentlemanly language during a game shall be warned by the Referee for the first offense, and for the second offense shall be compelled to leave the field, and his team play short-handed. The Referee *must* enforce this rule.

SEC. 2. A player charged with professionalism cannot be barred from playing until the charge made against him has been fully investigated and proved.

SEC. 3. Clubs, however, illegally using a professional or professionals will forfeit all games won by teams on which such professional or professionals played.

THROWING THE BASE BALL, OR LACROSS BALL.

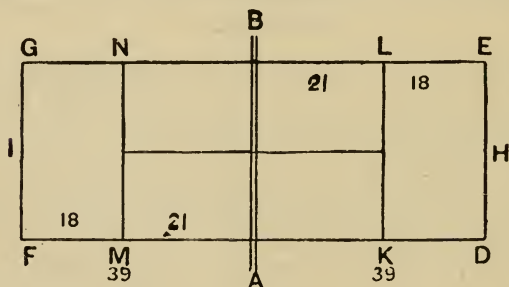
A scratch line shall be marked on the ground. Each contestant shall have three throws. Stepping over the scratch line in a trial shall constitute a foul. The contestant can take as long a run as he pleases behind the line but must not step over it.

LAWS OF LAWN TENNIS,

As Adopted, Revised and Amended by the United States National Lawn Tennis Association, at Annual Convention 1892.

THE COURT.

1. **The Court** is 78 feet long, and 27 feet wide. It is divided across the middle by a net, the ends of which are attached to two posts, **A** and **B**, standing 3 feet outside of



the court on either side. The height of the net is 3 feet 6 inches at the posts, and 3 feet at the middle. At each end of the court, parallel with the net, and 39 feet from it, are drawn the base lines **DE** and **FG**, the ends of which are connected by the side lines **DF** and **EG**. Half way between side lines, and parallel with them, is drawn the half-court line **HI**, dividing the space on each side of the net

into two equal parts, the right and left courts. On each side of the net, at a distance of 21 feet from it, and parallel with it, are drawn the service lines **KL** and **MN**.

THE BALLS.

2. **The Balls** shall be the Wright & Ditson, shall measure not less than $2\frac{1}{8}$ inches, nor more than $2\frac{1}{2}$ inches in diameter; and shall weigh not less than $1\frac{1}{8}$ ozs., nor more than two ozs.

THE GAME.

3. The choice of sides and the right to serve in the first game shall be decided by toss; provided, that if the winner of the toss choose the right to serve, the other player shall have choice of sides, and *vice versa*, or the winner of the toss may insist upon a choice by his opponent. If one player chooses the court, the other may elect not to serve.

4. The players shall stand on opposite sides of the net; the player who first delivers the ball shall be called the server, and the other the striker-out.

5. At the end of the first game the striker-out shall become server, and the server shall become striker-out; and so on alternately in all the subsequent games of the set, or series of sets.

6. **The Server** shall serve with one foot on the ground, immediately behind the base line; the other foot may be anywhere, except touching the base line or the ground within the court. He shall deliver the service from the right to the left courts, alternately; beginning from the right.

7. The ball served must drop between the service line, half-court line, and side line of the court, diagonally opposite to that from which it was served.

8. It is a **Fault** if the server fails to strike the ball, or if the ball served drops in the net, or beyond the service line,

or out of court, or in the wrong court ; or if the server does not stand as directed by law 6.

9. A fault cannot be taken.

10. After a fault the server shall serve again from the same court from which he served that fault, unless it was a fault because he served from the wrong court.

11. A fault cannot be claimed after the next service is delivered.

12. The server shall not serve till the striker-out is ready. If the latter attempts to return the service he shall be deemed ready.

13. A service or fault delivered when the striker-out is not ready, counts for nothing.

14. The service shall not be volleyed, *i. e.*, taken, before it has touched the ground.

15. A ball is in play on leaving the server's racquet, except as provided for in law 8.

16. It is a good return, although the ball touches the net; but a service, otherwise good, which touches the net, shall count for nothing.

17. The server wins a stroke if the striker-out volleys the service, or if he fails to return the service or the ball in play ; or if he returns the service or the ball in play so that it drops outside of his opponent's court ; or if he otherwise loses a stroke, as provided by law 20.

18. The striker-out wins a stroke if the server serves two consecutive faults ; or if he fails to return the ball in play ; or if he returns the ball in play so that it drops outside of his opponent's court ; or if he otherwise loses a stroke, as provided by law 20.

19. A ball falling on a line is regarded as falling in the court bounded by that line.

20. Either player loses a stroke if the ball touches him, or anything that he wears or carries, except his racquet

In the act of striking; or if he touches the ball with his racquet more than once; or if he touches the net or any of its supports while the ball is in play; or if he volleys the ball before it has passed the net.

21. In case a player is obstructed by any accident, not within his control, the ball shall be considered a "let." But where a permanent fixture of the court is the cause of the accident the point shall be counted. The benches and chairs placed around the court shall be considered permanent fixtures. If, however, a ball in play strikes a permanent fixture of the court (other than the net or posts), before it touches the ground, the point is lost; if after it has touched the ground, the point shall be counted.

22. On either player winning his first stroke, the score is called 15 for that player; on either player winning his second stroke, the score is called 30 for that player; on either player winning his third stroke, the stroke is called 40 for that player; and the fourth stroke won by either player is scored game for that player, except as below: If both players have won three strokes, the score is called *deuce*; and the next stroke won by either player is scored *advantage* for that player. If the same player wins the next stroke, he wins the game; if he loses the next stroke the score returns to *deuce*; and so on until one player wins the two strokes immediately following the score of *deuce*, when game is scored for that player.

23. The player who first wins six games, wins the set, except as below: If both players win five games, the score is called *games all*; and the next game won by either player is scored *advantage game* for that player. If the same player wins the next game he wins the set; if he loses the next game, the score returns to *games all*; and so on until either player wins the two games immediately following the score of *games all*, when he wins

the set. But the committee having charge of any tournament may, in their discretion, modify this rule by the omission of advantage sets.

24. The players shall change sides at the end of every set, but the umpire, on appeal from either player before the toss for choice, shall direct the players to change sides at the end of the first, third, fifth and every succeeding alternate game of each set; but if the appeal be made after the toss for choice the umpire may only direct the players to change sides at the end of the first, third, fifth and every succeeding alternate game of the odd or deciding set. If the players change courts in the alternate games throughout the match as above, they shall play in the first game of each set after the first in the courts in which they respectively did not play in the first game of the set immediately preceding.

25. When a series of sets is played, the player who served in the last game of one set shall be striker-out in the first game of the next.

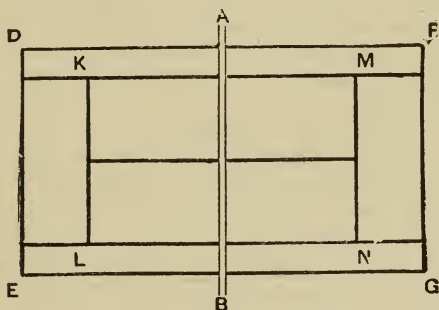
26. In all contests the play shall be continuous from the first service until the match be concluded, provided, however, that between all sets after the second set, either player is entitled to a rest, which shall not exceed seven minutes, and, provided further, that in case of an unavoidable accident, not within the control of the contestants, a cessation of play which shall not exceed two minutes may be allowed between points, but this proviso shall be strictly construed, and the privilege never granted for the purpose of allowing a player to recover his strength or wind. The umpire, in his discretion, may at any time postpone the match on account of darkness or condition of the ground or weather. In any case of postponement

the previous score shall hold good. Where the play has ceased for more than an hour, the player who at the cessation thereof was in the court first chosen, shall have the choice of courts on the recommencement of play. He shall stay in the court he chooses for the remainder of the set.

The last two sentences of this rule do not apply when the players change every alternate game, as provided by Rule 24.

27 The above laws shall apply to the three-handed and four-handed games, except as below :

THE THREE-HANDED AND FOUR-HANDED GAMES.



28, For the three-handed and four-handed games the court shall be 36 feet in width ; $4\frac{1}{2}$ feet inside the side lines, and parallel with them are drawn the service side lines **KM** and **LN**. The service lines are not drawn beyond the point at which they meet the service side lines, as shown in the diagram.

29. In the three-handed game, the single player shall serve in every alternate game.

30. In the four-handed game, the pair who have the right to serve in the first game shall decide which partner shall do so ; and the opposing pair shall decide in like manner for the second game. The partner of the player who served in the first game shall serve in the third, and the partner of the player who served in the second game shall serve in the fourth, and the same order shall be maintained in all the subsequent games of the set.

31. At the beginning of the next set either partner of the pair which struck out in the last game of the last set may serve ; and the same privilege is given to their opponents in second game of the new set.

32. The players shall take the service alternately throughout the game ; a player cannot receive a service delivered to his partner ; and the order of service and striking-out once established shall not be altered, nor shall the striker-out change courts to receive the service, till the end of the set.

33. If a player serve out of his turn, the umpire, as soon as the mistake is discovered, shall direct the player to serve who ought to have served. But all strokes scored before such discovery shall be counted. If a game shall have been completed before such discovery, then the service in the next alternate game shall be delivered by the player who did not serve out of his turn, and so on in regular rotation.

34. It is a fault if the ball served does not drop between the service line, half-court line, and service side line of the court, diagonally opposite to that from which it was served.

35. It is a fault if the ball served does not drop as provided in law 34, or if it touches the server's partner or anything he wears or carries.

36. There shall be a referee for every tournament,

whose name shall be stated in the circular announcing such tournament. He shall have general charge of the matches, under the instructions and advice of the managing committee, with such power and authority as may be given him by these rules and by said committee. He shall notify the committee in case he intends to leave the grounds during the matches, and the committee shall appoint a substitute to act, with like powers, during his absence. There shall be an umpire for each match, and as many linesmen as the players desire. The umpire may act as linesman also. The umpire shall have general charge of the match, and shall decide upon and call "lets," and also decide whether the player took the ball on the first or second bounce. The umpire shall also decide any question of interpretation or construction of the rules that may arise. The decision of the umpire upon any question of fact, or where a discretion is allowed to him under these rules, shall be final. Any player, however, may protest against any interpretation or construction of the rules by the umpire, and appeal to the referee. The decision of the referee upon such appeal should be final.

The court shall be divided between the linesmen, and it shall be their only duty to decide, each for his share of the court, where the ball touched the ground, except, however, the linesmen for the base lines, who shall also call foot faults. The linesmen's decisions shall be final. If a lineman is unable to give a decision because he did not see or is uncertain of the fact, the umpire shall decide or direct the stroke to be played again.

ODDS.

37. **A Bisque** is one point which can be taken by the receiver of the odds at any time in the set, except as follows:

(a.) A **bisque** cannot be taken after a service is delivered.

(b.) The server may not take a bisque after a fault, but the striker-out may do so.

38. One or more bisques may be given to increase or diminish other odds.

39. Half fifteen is one stroke given at the beginning of the second, fourth, and every subsequent alternate game of a set.

40. Fifteen is one stroke given at the beginning of every game of a set.

41. Half thirty is one stroke given at the beginning of the first game, two strokes given at the beginning of the second game, and so on alternately in all the subsequent games of the set.

42. Thirty is two strokes given at the beginning of every game of the set.

43. Half forty is two strokes given at the beginning of the first game, three strokes given at the beginning of the second game, and so on alternately in all the subsequent games of the set.

44. Forty is three strokes given at the beginning of every game of a set.

45. Half Court : the players may agree into which half court, right or left, the giver of the odds shall play ; and the latter loses a stroke if the ball returned by him drops outside any of the lines which bound that half court.

46. Owed odds are where the giver of the odds starts behind scratch.

47. Owe half fifteen is one stroke owed at the beginning of the first, third, and every subsequent alternate game of a set.

48. Owe fifteen is one stroke owed at the beginning of every game of a set.

49. Owe half thirty is two strokes owed at the begin-

ning of the first game, one stroke owed at the beginning of the second game, and so on alternately through all the subsequent games of the set.

50. Owe thirty is two strokes owed at the beginning of every game of a set.

51. Owe half forty is three strokes owed at the beginning of the first game, two strokes owed at the beginning of the second game, and so on alternately in all subsequent games of the set.

52. Owe forty is three strokes owed at the beginning of every game of a set.



REGULATIONS
OF THE
National Rifle Association
OF
AMERICA.

I.—MANAGEMENT.

A.—ANNUAL MEETINGS.

1. Annual meetings for competition will be conducted by an Executive Officer, wearing a *tri-colored* badge, aided by a Statistical Officer, wearing a *blue* badge, a Financial Officer, wearing a *white* badge, a Range Officer, wearing a *red* badge, and assistants wearing badges corresponding in color to those worn by the chiefs of their respective departments.

2. The Executive Officer shall have control of the Range for the conduct of matches, and shall appoint an adjutant to assist him.

3. The Statistical Officer shall have charge of all statistics.

4. The Financial Officer shall have charge of all finances connected with these meetings.

5. The Range Officer shall have charge of all Firing Points, and of the shooting thereat.

B.—OTHER COMPETITIONS.

1. All other Association competitions will be conducted by an Officer or Director of the Association, or other competent person previously designated as the Executive Officer. In the absence of the Officer, Director, or other person previously designated, the Assistant Secretary or Superintendent of Range shall act as the Executive Officer.

II.—GENERAL REGULATIONS.

1. During the progress of a match, no one, except the Officers, Directors or employees of the Association, the competitors and the Scorekeepers, will be permitted within the ropes, without special permission of the Range Officer.

2. The squads of competitors will be stationed not less than four yards in rear of the firing points, where each competitor must remain until called by the Scorekeeper to take his position at the firing point, and until he has completed his score. The Scorekeeper will be seated close to and in rear of the firing point stakes.

3. Scorekeepers shall, as each shot is signalled, call in a loud voice the name of the competitor and the value of the shot, and at the conclusion of the score of each competitor, announce in like manner his name and total score.

Competitors must pay attention to the scores as announced and recorded, so that any error may be promptly investigated.

Scorekeepers shall write upon the blackboard the names of the competitors in each squad or file, in the order in which they are to fire. They shall record each shot upon the blackboard before entering it upon the score card, and shall not erase from the blackboard the names or scores of competitors until a proper officer has verified the score cards with them.

4. All competitors will be allowed to examine the records of the Scorekeeper during the progress of any match upon application to the Range or Executive Officer.

5. All protests and objections must be made to the Executive Officer, or, in his absence, to the Range Officer in charge. In case a competitor is dissatisfied with the decision of the latter, he may appeal to the Executive Officer.

All protests must be made in writing, in duplicate. These must be given to the Range Officer within two hours of the occurrence. One copy of the protest will be submitted to the party protested against, as soon as practicable. Except that when the protest charges fraud, it may be made at any time before the prizes for that competition have been awarded.

6. Any competitor feeling himself aggrieved by the ruling of an Executive Officer may make to the Secretary a statement of his grievance in writing, giving the names of two or more

witnesses in the case, which shall be handed to the Executive Committee at its first meeting thereafter for its consideration. The decision of the Executive Committee shall be final, subject however, to the discretion of said Committee or any two members of it, to refer the matter to the Board of Directors for its decision.

7. All practice upon the Range is subordinate and must give way to matches of the Association, except as directed by the Executive Officer or Range Committee.

8. These regulations and such special rules or directions as the Executive Officer may give, must be rigidly complied with by competitors and all other persons upon the Range grounds.

III.—RIFLES.

The rifles allowed in the competitions are: First, Military rifles; second, Special Military rifles; third, any rifle and must comply with the following conditions; viz.:

1. **MILITARY RIFLES** to be such as have been adopted by the United States Government, for use in the army, or by any State or Territory for the use of its uniformed militia—except such rifles as have been specially issued to sharpshooters, or for experimental purposes. Filing or altering the sights of such rifles, except as authorized by the proper military authorities, is strictly prohibited.

2. **SPECIAL MILITARY RIFLES**, to be fitted with an arrangement for fixing a bayonet, or such other device as may be employed to take the place of a bayonet. Stock to be sufficiently strong for service purposes, and to be fitted with a metal cleaning rod and swivels for a sling; weight (without bayonet) not to exceed nine and one-quarter pounds. In all military rifles the minimum trigger pull shall be six pounds. Sights may be such as are allowed on military rifles or of such other pattern as may have been approved by the Board of Directors of the National Rifle Association. The sight protector of the front sight may be used as a shade for the same.

3. **ANY RIFLE**, maximum weight ten pounds, minimum pull of trigger three pounds; sights of any description, except telescope, magnifying and such front aperture sights as solid

disks or bushes pierced in the centre, which cover the target so as to conceal the danger signal when displayed. No stirrup constructed of metal or other substance, connected to the rifle by straps of any kind, for the purpose of taking up or lessening its recoil, will be allowed.

4. The usual military sling and swivels may be used.

5. Competitors shall submit their rifles and ammunition for inspection whenever required.

6. No hair or set trigger will be allowed.

7. No fixed or artificial rests will be allowed.

IV.—AMMUNITION.

For any military or special military rifle, any form of fixed ammunition may be used in which the bullet is securely inserted in the shell to a depth not less than two-third the diameter of the bore, so that the cartridge may be carried in a belt, bullet down.

For any rifle any ammunition may be used. When a breech-loader is used it must not be loaded, or when a muzzle-loader is used it must not be capped until the competitor has taken up his position at the firing point.

V.—TARGETS.

The targets are divided into three classes, and shall be of the following sizes, unless otherwise stated in the terms of the match:

1. *Third Class*, to be used at all distances up to, and including, 300 yards—Target 4x6 feet.

Bullseye, circular, 8 inches in diameter.

Centre, “ 26 “ “

Inner, “ 46 “ “

Outer, remainder of target.

2. *Second Class*, to be used at all distances over 300, to, and including, 600 yards—Target 6x6.

Bullseye, circular, 22 inches in diameter.

Centre, “ 38 “ “

Inner, “ 54 “ “

Outer, remainder of target.

3. *First Class*, to be used at all distances over 600 yards—
Target 6x12.

Bullseye, circular, 36 inches in diameter.

Centre, “ 4; “ “ “

Inner, square, 6x6 feet.

Outer, remainder of target.

VI.—MARKING, SCORING AND SIGNALLING.

1. Bullseye, counts 5; signal, white circular disk.

Centre, “ 4; “ red “

Inner, “ 3; “ white and black “

Outer, “ 2; “ black “

Ricochet, scored R; “ red flag waved twice, right and left, in front of the target. Ricochet hits will be marked out after the flag signal.

2. When a shot strikes the angle iron upon which the target stands, the marker will open the trap and raise and lower his flag three times in front of the target.

3. Any objection to the record of a shot as signalled, or to one not signalled, must be made before another shot is fired. Any competitor challenging the marking of a shot, shall first deposit with the Executive Officer, or his representative, the sum of \$1. If his challenge is sustained the money shall be returned. In case the challenge is not sustained, the money shall be forfeited to the Association. The challenger shall not be permitted to inspect the target.

4. When two shots strike the target simultaneously, the shot having the higher value will be marked first, and the competitor whose proper turn it was to shoot will be credited with that value.

5. Any alteration of a scoring ticket must be witnessed by the officers in charge of the firing point, and indorsed with his initials.

VII.—BULLSEYE TARGETS.

1. Bullseye targets will be open all the time during the Annual Meetings.

2. Tickets (entitling the holder to one shot at any Bullseye target) will be sold at the office of the Financial Officer, upon the Range, at 10 cents each, or twelve for \$1.

3. Each competitor making a Bullseye will receive a Bullseye ticket, provided he fires in the position authorized at that Range.

4. At the close of the firing each evening, the pool receipts (less one-half retained for expenses) will be divided *pro rata* among those making Bullseyes, on presentation of their tickets.

5. No person will be allowed to fire more than three shots consecutively at any Bullseye target, provided others are waiting to fire.

VIII.—MATCHES.

1. The commencement of the Annual Meetings will be signalled by the firing of a gun, or blowing a horn at intervals of fifteen minutes. The first will be the signal for competitors and scorekeepers to assemble at the firing points, and the second to commence firing.

2. The matches will take place, if possible, at the hour previously named. Any deviation from the programmes will be posted upon the bulletin-board as long beforehand as practicable. *The posting upon such bulletin-board will be considered sufficient notice to all competitors of everything so posted.* It should be examined by all competitors daily, both morning and afternoon, before the shooting commences.

3. In team matches, at Annual Meetings, an officer will be assigned to each of the firing points as Supervisor, and will, in connection with the Scorekeeper, keep a record of the firing; and any disagreement between such Officer and Scorekeeper will be decided by the Executive Officer, subject to appeal, as provided for in the Regulations.

4. Each Team may appoint a responsible person to act as Supervisor, whose duty it shall be to see that the rules of the N.R.A. are strictly adhered to by the team at whose target he may be assigned.

5. No practice will be allowed upon the Range on any of the days of the Annual Meetings, unless specially authorized by the Executive Officer. This does not apply to days upon which special matches of the Association, or of affiliating associations or clubs, take place.

IX.—ENTRIES.

A.—ANNUAL MEETINGS.

1. In all cases competitors for prizes offered to military organizations must be either officers or regularly enlisted members in good standing of the Regiment, Battalion, Company or Troop which they represent, and shall have been such for at least three months prior to the match for which they are entered.

2. Entries must be made at the office of the Association, in New York City, prior to the Sunday preceding the commencement of the meetings, and all subsequent entries shall be called Post Entries, and a charge of 25 per cent. additional will be imposed upon all such Post Entries. This does not apply to re-entry matches.

3. Competitors who are prevented from being present at any meeting shall have the entrance fees they have paid returned after the meeting, provided that they send their tickets, and give written notice to the Secretary before the day on which the prize for which they have entered has been announced for competition.

4. Competitors prevented from competing by illness will receive back their entrance fees in full, on production of a medical certificate and their entry tickets.

5. The holders of post entry tickets may be ordered to fire whenever target accommodations can be provided, but should they be precluded from competing by deficiency of target accommodation, their entrance fees will be returned to them, the Executive Officer not being able to guarantee accommodation for all such entries.

6. All entries are received upon the express condition that the competitor is to appear at the firing-point at the exact time named upon his score card, and complete his score within the limitation of time prescribed, regardless of weather or any other cause.

7. The same person shall not be a member of more than one team in the same match.

8. Competitors selected to shoot in team matches, or who are detailed to shoot off a tie, at a particular hour, and who find that such engagements will interfere with their shooting

in other competitions, must at once communicate with the Executive Officer. These cases will be provided for, *when possible*, by altering the hour; and when that cannot be done, the entry will be cancelled and the entrance fee refunded, except in cases of ties, when he takes the next lowest prize.

B.—GENERAL REGULATIONS.

1. A register ticket may be transferred at any time before the firing for the match has commenced, by exchanging it at the office of the Statistical Officer for one having the name of the new holder. It is available only for the hour and target for which it was originally issued. Any erasure or alteration of hour or target not initialed by the Executive Officer will render the ticket invalid.

2. No post entries shall be received for any competition after the firing in such competition has commenced, unless expressly permitted by the terms of a match.

X.—SHOOTING.

1. Competitors must be present at the firing-points punctually at the time stated upon their tickets, or forfeit their right to shoot.

2. After a competitor has joined a squad he shall not quit it until he has completed his firing, or retired.

3. No two competitors squadded to fire at the same time shall shoot with the same rifle.

4. In all competitions confined to members of military organizations, competitors shall shoot in a uniform, to consist of a military head-dress, uniform jacket or coat, and a body belt, to be worn as is usual in their corps.

5. In each match of the Annual Meetings, except where otherwise stated, the squad or team assigned to each target will be required to commence firing at the time named on the score card, and to continue firing at the rate of one shot per minute until the completion of the score.

6. The time for each squad to commence and close, will be signalled by firing a gun or blowing a horn every thirty minutes, from 9 A. M. to 5.30 P. M.; and no firing by any of its members will be permitted except between those signals. In case a competitor, without fault on his part, has been pre-

vented from finishing his score within that time, he may apply to the Executive Officer for further assignment, the granting of which will be in the discretion of that officer.

7. Competitors retiring from matches forfeit all claims therein.

8. *No sighting shots will be allowed in any match*, but targets will be assigned as *Bullseye Targets* at which competitors may practice at any time, provided such practice does not interfere with their presence at the designated time at the firing-point to which they may have been assigned, or in case of teams, after the hour named for the commencement of their shooting.

9. In all competitions restricted to military rifles, the competitors shall place themselves at the firing-point by twos, and shall fire alternately until they have fired all their shots.

10. In other competitions the competitors shall fire their shots alternately throughout the squad.

11. No rifle shall be cleaned or wiped out, except between ranges, unless specially allowed by the terms of the match

12. Whenever the danger signal is displayed, competitors about to fire will be required to open the breech block of their rifles (if breech-loaders). If they leave the firing-point they must withdraw the cartridge.

13. Any competitor delaying his squad, will be passed by. In no case will the firing be delayed to enable a competitor to procure a rifle.

14. Competitors must shoot their scores at different distances, in the order named in the conditions of the competition.

15. In all competitions, unless otherwise provided by their terms, competitors will be allowed one minute to each shot.

16. Warning shots must be fired into the bank between the targets.

XI.—POSITION.

UNLESS OTHERWISE STATED IN THE TERMS OF THE MATCH,
SHALL BE AS FOLLOWS:

1. In all matches (except those specially for carbines), the position up to and including 300 yards, shall be standing. The elbow may be rested against the body.

2. In carbine matches, the position at 200 yards shall be standig; at 300 yards, kneeling or sitting; over that distance, any position (as prescribed for infantry).

3. In all other matches, at distances above 300 yards, any position may be taken without artificial rest to the rifle or body.

4. One-armed competitors will be allowed to use false arms without extra support, in the standing, sitting and kneeling positions.

5. In all cases the rifle shall be held clear of the ground.

XII.—TIES.

1. Ties shall be decided as follows:

A.—IN INDIVIDUAL SHOOTING.

1. When the firing takes place at more than one distance, by the total score made at the longest distance; and if still a tie, and there be three distances in the competition by the total score at the second distance.

2. By the fewest **OUTERS** in the entire score.

3. By the fewest **INNERS** in the entire score.

4. In handicap matches (after the preceding), by the fewest **CENTRES** in the entire score.

5. If still a tie, by inverse order of shots, counting singly from the last to the first.

6. In matches where two or more scores added together count, if still a tie, by adding together the last shots of each single score, and if still a tie, by adding together the next to the last and so on.

7. By firing three shots at the longest range, and if still a tie, by firing single shots until the tie is decided.

B.—IN TEAM SHOOTING.

1. By the aggregate total scores made at the different distances in inverse order.

2. By the fewest **OUTERS** in the entire score.

3. By the fewest **INNERS** in the entire score.

4. By the total of each round in inverse order.

5. By the competitor on each side who has made the highest score, firing five rounds at the longest distance.

C.—IN HANDICAP MATCHES.

I. In case of ties in handicap matches, the handicap shall be added to the first shot or shots scored below a bull.

II. The names of competitors who have to shoot off ties will be posted on the bulletin-board as soon after each match as practicable.

III. When the ties are shot off, one sighting shot shall be allowed without charge.

IV. Competitors not present at the firing points at the hour named for shooting off ties, lose their right to shoot.

V. If, having forfeited their right to compete, they shall still be within the number of prize winners, they shall take any prize that may be allotted to them by the Executive Committee.

XIII.—PRIZES.

1. Unless otherwise specified, no competitor will be allowed to take more than one prize in any competition.

2. Prize winners, upon application to the Statistical Officer on the Range, will receive certificates, which must be given up on receiving the prizes.

3. Prizes will be delivered on the Range at the close of the meeting, under direction of the Prize Committee, unless otherwise specified.

4. Any trophy competed for annually must be delivered to the Secretary of the National Rifle Association, by the organization or individual holding it, at least one week before the opening of the meeting at which it is again to be competed for.

5. All prizes and Bullseye money not claimed within thirty days after the day on which the same was won, shall be forfeited to the Association.

XIV.—PENALTIES.

Competitors must make themselves acquainted with the regulations as well as with the conditions of any match for which they may have entered, as the plea of ignorance of either of them will not be entertained.

DISQUALIFICATION.

Any competitor—

(a)—Who shall fire in a name other than that under which he entered, or who shall fire twice for the same prize, unless permitted by the conditions of the competition to do so; or—

(b)—Who shall be guilty of any conduct considered by the Board of Directors or the Executive Committee as discreditable; or—

(c)—Who shall be guilty of falsifying his score or being accessory thereto; or—

(d)—Who shall offer a bribe of any kind to an employee—shall, upon the occurrence being proved to the satisfaction of the Board of Directors or the Executive Committee, forfeit all his entrance fees, be forever disqualified from competing at any time upon the Range of the Association, and shall not be entitled to have any prize won by him at the time of meeting awarded to him.

EXCLUSION FROM FURTHER COMPETITION.

1. Any competitor who shall be detected in an evasion of the conditions prescribed for the conduct of any match, shall be ruled out of such competition.

2. Any competitor, in any meeting or match, refusing to obey any instructions of the Executive Officer, or his assistants, or violating any of these regulations, or being guilty of disorderly conduct, or being intoxicated, will be immediately ruled out of all further competitions during such meeting or match, and forfeit his entrance fees; and may also be reported to the Board of Directors or the Executive Committee, and be by them disqualified from the use of the Range.

3. Any competitor firing when the danger flag or trap disk is shown at the target or firing point, or knowingly discharging his rifle except at a target to which he has been assigned, or into the blowing-off pits, or as may be directed by an Officer, shall be debarred from all further competitions during the meeting, and shall forfeit his entrance fees. This shall not apply to a competitor accidentally firing at the wrong target, when no danger disk is up.

4. Any person discharging a rifle or snapping a cap within the enclosure, except in accordance with the regulations for shooting, may, at the discretion of the Executive Officer, be required to leave the ground.

5. Any competitor or other person found with a loaded rifle, except at the firing-points and when about to shoot, shall be debarred from further competition during that meeting or competition.

6. Any person, whether a competitor or not, interfering with any of the firing squads, or annoying them in any way, will be at once expelled from the ground.

7. Any competitor discharging his rifle accidentally, either by his own want of care, or by reason of any defect in the rifle, may be disqualified from further competition in the match at the discretion of the Executive Officer.

8. Should a competitor lose his register ticket, omit to take it to the firing-point, fail to attend at the prescribed hour, or give a wrong ticket, and so by his own neglect miss the opportunity given to him of competing for the prize for which his ticket was issued, his claim in regard to such competition shall be cancelled.

9. Any person firing on a wrong target will be reported by the scorer to the Executive or Range Officer present, and will be fined \$1, or be debarred from further competition; or both, in the discretion of the Executive Officer.

10. Any competitor, who, after taking up his position for shooting and in proceeding to adjust his sights or change his position, shall not hold his rifle vertically, or with the muzzle towards the target, will be fined \$1.

11. Any person ruled out of any meeting or competition shall forfeit all entrance fees.

XV.

1. All regulations heretofore adopted and inconsistent herewith, are hereby repealed.

2. Any of these regulations may be temporarily suspended or changed at any time by the Board of Directors or Executive Committee.

3. These regulations shall take effect immediately.

RULES

FOR

Pistol and Revolver Shooting.

The need of rules governing pistol and revolver competitions has been apparent during the past three years. The distance, trigger-pull, and some general rules were briefly laid down by the clubs where matches were shot. For a time it has been generally believed that the arms used in these competitions should be classed; that a decision arrived at in regard to trigger-pull, the sights permitted clearly defined, ammunition described, and rules determining the amount of cleaning permitted, manner of loading and firing, positions permitted, and other rules explicitly stated. The Massachusetts Rifle Association, after a long and careful consideration, adopted the following rules:

All meetings for competitions will be conducted by an executive officer, aided by assistants.

The executive officer shall have control of the range for the conduct of matches, and shall give such directions to the employes of the club as in his judgment are necessary for the proper management of the same, and for the preservation of order.

The executive officer and his assistants are required to see that the regulations, and such directions as the executive officer may give, are rigidly complied with by competitors and all other persons upon the range.

They will see that the squads of competitors are stationed in rear of firing-points, and that each competitor remains there until called by the score-keeper to take his position at the firing-point. The score-keepers will be seated in rear of the firing-points.

Score-keepers shall, as each shot is signalled, call in a loud voice the name of the competitor and the value of the shot, and, at the conclusion of the score of each competitor, announce in like manner his name and total score.

All competitors shall be allowed to examine the records of the score-keeper during the progress of the match, but in such a manner as not to interfere with or inconvenience the score-keeper.

Any competitor feeling himself aggrieved by the ruling of the executive officer, may make to the secretary a statement of his grievance in writing, which shall be handed at once to the Executive Committee for its consideration. The decision of the Executive Committee shall be final, subject, however, to the discretion of said committee, or any two members of it, to refer the matter to the Board of Directors for its decision.

Challenges will only be permitted at the discretion of the executive officer. The executive officer may, in his discretion, challenge the marking of any shot the allowance of which would be unjust to other competitors, and correct the score accordingly.

Any objection to the scoring of a shot as signalled, or to one not signalled, must be made before another shot shall have been fired on the same target.

It shall be the right of the shooter to challenge the scoring, and the executive officer may decide upon the evidence the actual value of the shot.

Any alteration of a scoring ticket must be witnessed by an officer in charge of the firing-point, and indorsed with his initials.

Double entries are prohibited, no shot being allowed to count in more than one match.

No sighting-shots shall be allowed except on targets specially designated for that purpose by the executive officer, and in no case on targets on which a match is in progress, unless in an emergency, to be decided by the executive officer.

Unfinished scores shall be considered worthless after having been withdrawn from the scorer, and no shots can be claimed under or by virtue of the same after having been so withdrawn.

No scorer is allowed to have at one time more than one score card for each shooter, and no shooter is allowed to shoot without having an unfinished score card deposited with the scorer.

Ties shall be decided as follows, viz.: each competitor shooting three shots, until decided.

No scores with handicap shall exceed a perfect score.

Competitors who have to shoot off ties will be notified as soon after each match as practicable. When the ties are shot off one sighting-shot shall be allowed without charge. Competitors not present at the firing-points at the hour named for shooting off the ties lose their right to shoot, and will be placed accordingly.

Temporary discontinuance of matches, on account of bad weather, and the closing limit for receiving entries shall be at the discretion of the executive officer.

An entry ticket, except when sold in block, may be transferred at any reasonable time, by presenting it to the statistical officer for exchange. Any erasure or substitution of name by the holder will forfeit the ticket.

In single-entry matches no entry shall be made after the firing begins if any participant objects.

Competitors will have choice of prizes unless otherwise stated.

PENALTIES.—Competitors must make themselves acquainted with the regulations, as the plea of ignorance will not be entertained.

No competitor shall be allowed to use more than one name besides his own in any one match.

A competitor failing to report at the time and target to which he is assigned, or shooting at pool or practice after the hour set for the simultaneous opening of a match, shall forfeit his entry. (The last clause will not prevent pool shooting between scores in re-entry matches.) Any member shooting at pool or practice between shots of a score shall forfeit the score.

All competitors and other persons must preserve order and decorum, submit to the direction and decisions of the executive officer, and make all objections and protests, if any, to the proper officials, in a manner which will not disturb others.

Pistols and revolvers may be discharged only in firing at the target in pools or matches, or into such warming-pits as may be designated (in that case without bullet), and any competitor or other person discharging pistols or revolvers otherwise, or having a loaded shell inserted in his pistol or revolver while elsewhere than upon the actual firing-point, may be disqualified for the time being, or fined a sum not exceeding \$3, at the discretion of the executive officer.

Any violation of rules or discreditable conduct which the executive officer may consider of such magnitude as to require it, shall be reported to the directors for their action.

Any shooter firing upon the wrong target shall be recorded a miss.

The rules governing rifle competitions, so far as they are applicable, shall be in force in all pistol competitions.

In all matches, when not otherwise mentioned, either single-shot pistols or revolvers will be permitted upon equal conditions; but if matches call for the revolver the single-shot pistol will not be admitted, unless specially mentioned.

SPECIAL RULES.

Pistols and revolvers allowed in competitions must conform to the following conditions:

A.—Army or navy revolver.

B.—Any revolver.

C.—Any pistol.

A.—Army or Navy Revolvers must be such as have been adopted by any government for the armanent of its army or navy, and must conform in all respects of model, sights and ammunition used, to the service revolver of such nation.

B.—Any Revolver.—Revolvers of any calibre, maximum weight, three pounds; maximum length of bore, including cylinder, ten inches.

C.—Single-Shot Pistols.—Any breech or muzzle loading pistol, maximum weight, three pounds; maximum length of bore ten inches.

Trigger-Pull.—In all matches, or in practice shooting, the minimum trigger-pull shall be three pounds.

Sights for any Pistols or Revolvers.—The front and rear sights must be open; the notch of a rear sight, to be considered open, must be as wide at the top of the notch as at any part; no aperture or peep sights, nor any manner of covered sights, shall be permitted. Lateral sliding-bars or wind-gauge may be used on rear open sight, also any elevating front or rear open sight. The use of a notch for a front sight will not be permitted. Sights may be smoked or blackened in any desired manner. No device shall be worn on or over the eye, or on glasses, to secure the sight through an aperture.

Ammunition.—If factory ammunition is called for it shall be of any make, of any established manufacturer, generally procurable in stores, and brought to the shooting-point in unbroken boxes, with the label of the manufacturer intact.

Cleaning.—In any match where both pistols and revolvers are allowed, competitors may clean their arms at will, provided such cleaning does not delay the firing, which shall be at the rate of one shot per minute, or oftener during the firing of each score, except in case of accident. In such case the time may be extended, in the discretion of the executive officer.

In matches confined to revolvers the cylinder must be fully charged, or a sufficient number of chambers charged to complete the score. Blowing into or cleaning the barrel in any way will not be permitted, except when the cylinder is completely discharged.

Loading and Firing.—No arms shall be loaded except at the firing-point, the muzzle of piece being kept in the direction of the target till the arm is either discharged or unloaded.

Missfires shall not count; but an accidental discharge shall, in every instance, be counted.

Position.—The position shall be as follows: Standing, free from any other artificial support; the pistol or revolver held in one hand only, with the arm extended free from the body, and unsupported in any way. The rear sight of the pistol or revolver shall not be nearer to the eye than 12 inches.

Targets.—The Standard American target, full size having an eight-inch bull, shall be used in matches at 50 yards distance. The same target reduced to one-half size, having a four-inch

bull, in matches at 30 yards' distance. The same target reduced to one-quarter size, having a two-inch bull, in matches at 20 yards' distance. The target reduced in the same proportion to distance, in matches of a lesser range.

Marking and Scoring.—Unless otherwise specified, each competitor will have a separate target provided and will fire his score throughout, when the target will be examined by the scorer and the score recorded. In case of any dispute as to the value of a shot, the same may be challenged, as provided for in Rule 3, Sec. 4, of shooting rules governing rifle competitions.



RULES

FOR

Inanimate Target Shooting.

RULE 1.—JUDGES AND REFEREE.

Two Judges and a Referee, or a Referee alone, shall be selected by the management, or the contestants, whose decision shall be final.

RULE 2.—DUTIES OF THE REFEREE.

The Referee shall see that the traps are properly set at the beginning of the match, and kept in order to the finish. He shall endeavor to make the targets conform to the flight and direction indicated in Rule No. 7. He shall test any trap upon application of the shooter at any time by throwing a trial target therefrom. He may at any time, and must when so requested by a contestant, select one or more cartridges from those of a shooter at a score, and publicly test the same for proper loading. If the cartridge, or cartridges, are found to be improperly loaded, the shooter shall suffer the penalty as provided for in Rule No. 11.

RULE 3.—SCORER.

A Scorer shall be appointed, by the management, whose score shall be the official one. All scoring shall be done with ink, or indelible pencil. The scoring of a lost target shall be indicated by an "o," and a broken target by the figure "1."

RULE 4.—PULLER.

A Puller, or Pullers, shall be appointed by the management, whose duty it shall be to see that the trap or traps shall be instantly sprung when the shooter calls "Pull," and shall be

placed in such a position that the shooter will have no means of knowing by his actions which trap is to be pulled. In single target shooting he shall pull the traps as decided by a trap-pulling indicator, or other means that may have been provided by the management, so that the shooter will have no means of knowing which trap the target is to be thrown from.

RULE 5.—PULLING THE TRAPS.

Section 1. Traps may be pulled in regular order from 1 to 3, or 1 to 5, or *vice versa*, if so decided by the management.

Sec. 2. If the shooting is from traps to be pulled in regular order, the shooter may refuse the target from the trap not so pulled; but if he shoots, the result must be scored.

Sec. 3. If the trap is sprung before, or at any noticeable interval after the shooter calls "Pull," he can accept or refuse the target; but if he shoots, the result must be scored.

Sec. 4. If the puller, or pullers, do not pull in accordance to the indicator, or other means provided, they shall be removed and others substituted.

RULE 6.—ARRANGEMENT OF TRAPS.

All matches shall be shot from three or five traps, set level, three or five yards apart, in the segment of a circle, or in a straight line. When in the segment of a circle, the radius of the circle shall be eighteen yards. In all cases the shooter's position shall not be less from each trap than the rises provided for in Rule 7. The traps shall be numbered from 1, on the left, to No. 3 or No. 5, on the right, consecutively, according to the number used.

RULE 7.—ADJUSTING TRAPS.

Section 1. All traps must be adjusted to throw the targets a distance not less than 40 yards, nor more than 60 yards. If any trap be found too weak to throw the required distance, a new trap or spring that will, must be substituted.

Sec. 2. The lever or projecting arm of the trap shall be so adjusted that the elevation of the target in its flight at a distance of 10 yards from the trap shall not be more than 12 feet, nor less than 6 feet, and the angles of flight shall be as follows:

If three traps are used—

No. 1 trap shall be set to throw a left quartering target.

No. 2 trap shall be set to throw a straightaway target.

No. 3 trap shall be set to throw a right quartering target.

If five traps are used—

No. 1 trap shall be set to throw a right quartering target.

No. 2 trap shall be set to throw a left quartering target.

No. 3 trap shall be set to throw a straightaway target.

No. 4 trap shall be set to throw a right quartering target.

No. 5 trap shall be set to throw a left quartering target.

Traps Nos. 1 and 5 shall be set to throw the targets so that the line of flight shall cross that of the straightaway target at a point of not less than 10 yards nor more than 20 yards from trap No. 3.

Sec. 3. After the traps are set for these angles, if the target for any reason shall take a different course it shall be considered a fair target, provided, the trap has not been changed.

RULE 8.—SCREENS.

Either pits or screens, or both, may be used, but the screens must not be higher than is actually necessary to fully protect the trapper.

RULE 9.—THE RISE.

In single target shooting the rise shall be:

18 yards for 10-bore guns.

16 yards for 12-bore guns.

14 yards for 14 and 16-bore guns.

13 yards for 20-bore guns.

In double target shooting the rise shall be:

16 yards for 10-bore guns.

14 yards for 12-bore guns.

12 yards for 14 and 16-bore guns.

11 yards for 20-bore guns.

All distances measured in these rules must be accurate measurement.

RULE 10.—CALIBER AND WEIGHT OF GUNS.

No gun of larger caliber than 10-bore shall be used, and the weight of all guns shall be unlimited.

RULE 11.—LOADS.

Charge of powder unlimited. Charge of shot not to exceed one and one-quarter ounces American Association, or Dixon's measure, struck. Any shooter using a larger quantity of shot shall forfeit his entrance money and rights in the match.

NOTE—If in the opinion of the management, with the unanimous consent of the contestants, a shooter has not wilfully violated this rule, his entrance money shall be returned to him.

RULE 12.—LOADING GUNS.

In single target shooting, only one barrel shall be loaded at a time, and the cartridge shall not be placed in the barrel until after the shooter has taken his position at the score.

In double target shooting, both barrels shall be loaded at the score. Cartridges must be removed from the gun before leaving the score.

RULE 13.—POSITION OF GUN.

Any the shooter may adopt.

RULE 14.—SINGLE TARGET SHOOTING.

When the traps are set in the segment of a circle, each contestant shall shoot at three or more targets before leaving the score. If two targets are sprung at the same time and the contestant does not shoot, it shall be declared "No target;" but if he shoots, the result must be scored.

RULE 15.—DOUBLE TARGET SHOOTING.

Both traps must be pulled simultaneously, and each contestant shall shoot at three or five pairs, consecutively, thrown as follows: If three traps are used, the first pair shall be thrown from 1 and 2, the second pair from 2 and 3, the third pair from 1 and 3, the fourth pair from 1 and 2, and the fifth pair from 2 and 3.

If five traps are used, the first pair shall be thrown from 2 and 3, the second pair from 3 and 4, the third pair from 2 and 4, the fourth pair from 2 and 3, and the fifth pair from 3 and 4.

If only one target is thrown, it shall be declared "No targets."

If a target be lost for reasons stated in Rule 19, Sec. 1, it shall be declared "No targets." If one be a fair and the other

an imperfect target, it shall be declared "No targets." But if the shooter accepts an imperfect target, or targets, the result must be scored.

If both targets are broken by one barrel, it shall be declared "No targets." If the shooter fires both barrels at one target intentionally, it shall be scored "Lost targets." But if the second barrel be discharged accidentally, it shall be "No targets."

RULE 16.—RAPID FIRING SYSTEM.

When the traps are set in a straight line and the rapid firing system is to be used, there shall be a screen before each trap on which shall appear the number of the trap, from No. 1 on the left, and each shooter shall stand at a score opposite the trap from which the target is to be thrown for him to shoot at. After he has shot at his first target he shall pass to the next score to the right, and so continue until he reaches the end of the score, when he shall return to the score opposite No. 1, and continue as before until his score is finished. If shooters are annoyed, or there is delay in shooting by the smoke of previous shots, the traps may be pulled in reverse order, commencing with the trap on the right.

RULE 17—CLASS SHOOTING.

All shooting shall be class shooting, unless otherwise stated by the management.

RULE 18—BROKEN TARGETS.

A target to be scored "broken," must have a perceptible piece broken from it while in the air. A "dusted" target is not a broken target. No target shall be retrieved for shot marks.

If a target be broken by a trap, the shooter may claim another target, as provided for the Rule 19; but if he shoots, the result must be scored.

RULE 19—ALLOWING ANOTHER TARGET.

Section 1. The shooter shall be allowed another target for the following reasons :

A—For a target broken by the trap.

B—For any defect in the gun, or load, causing a miss-fire.

C—If the contestant is interfered with, or balked, or there is

other similar reasons why it should be done, the referee may allow another target.

Sec. 2. When the shooting is at known angles he shall have another target from the same trap; but if the shooting is at unknown angles he shall have another target from an unknown trap, to be decided by the indicator, except it be the last trap, when the shooter has the right to know which trap is to be sprung. In this case he shall have another target from the same trap.

NOTE—When a shooter in breaking his gun to put in the shells fails to break it far enough to cock the gun it is considered his own carelessness, and not sufficient excuse for the allowance of another target.

RULE 20.—LOST TARGETS.

Targets shall be scored lost if the shooter fails to load, cock, adjust safety on gun, or pulls the wrong trigger.

RULE 21.—TIE SHOOTING.

Section 1. All ties shall be shot off at the original distance, and as soon after the match as practicable, at the following number of birds :

Ties on Single Targets.—In single target matches of 25 targets, or less, on three traps, 3 targets; five traps, 5 targets. In matches of 26 targets to 50 inclusive, on three traps, 6 targets; five traps, 10 targets. In matches of over 50, on three traps, 15 targets; five traps, 25 targets.

Ties on Double Targets.—In double target matches of 10 pairs or less, on three traps, 3 pairs. In matches of more than 10 pairs, 5 pairs, thrown from traps 1 and 3. If five traps are used, the same number shall be thrown in each case, from traps 2 and 4 (unless otherwise arranged by the management, and so stated or understood previous to the beginning of the match).

Sect. 2. If in a series of matches the result prove a tie, such tie shall be shot off at the original number of targets.

RULE 22.—ANNOUNCING THE SCORE.

Section 1. When two judges and a referee are serving, one of the judges shall announce the result of each shot distinctly, and it shall be called back by the scorer.

(The call for a broken target shall be "Broke," and the call for a missed target shall be "Lost.")

If the second judge disagrees with the decision of the judge calling, he shall announce it at once before another target is thrown, and the referee shall decide it. In case of another target being thrown before the referee's decision, the target so thrown shall be "No target."

Sec. 2. At the close of each shooter's score the result must be announced. If claimed to be wrong, the error, if any, must be corrected at once.

RULE 23.—SHOOTER AT THE SCORE.

In all contests the shooter must be at the score within three minutes after his name is called to shoot, or he forfeits his rights in the match.

RULE 24.—FORBIDDEN SHOOTING.

No shooting will be permitted in the enclosure other than at the score; and in case there is no enclosure no shooting within 200 yards of the score, without the consent of the management.



RULES

FOR

Live Bird Shooting.

RULE 1.—REFEREE.

A referee shall be appointed by the contestants, or management, whose decision shall be final.

RULE 2.—DUTIES OF REFEREE.

The referee shall see that the traps are properly set at the beginning of the match, and kept in order to the finish, and that they are kept properly filled. He may at any time, and must when so requested by a contestant, select one or more cartridges from those of a shooter at the score, and publicly test same for proper loading. If the cartridge, or cartridges, are found to be improperly loaded, the shooter shall suffer the penalty as provided in Rule 15.

RULE 3.—SCORER.

A scorer shall be appointed by the contestants or management, whose score shall be the official one. All scoring shall be done with ink or indelible pencil. The scoring of a lost bird shall be indicated by an "o," and of a dead bird by the figure "I."

RULE 4.—PULLER.

A puller shall be appointed by the contestants, or management, and shall be placed at least 6 feet behind the shooter, and it shall be his duty to pull the traps evenly and fairly for each contestant, and instantly after the shooter calls "Pull." He must use a trap-pulling indicator, or other device that may be furnished by the management, so that the shooter will not

know which trap is to be pulled. All traps must be filled before the shooter calls "Pull."

If more than one bird is liberated, the shooter may call "No bird;" but if he shoots, the result must be scored. Should the puller not pull in accordance with the indicator, he shall be removed and another puller substituted.

RULE 5.—ARRANGEMENT OF TRAPS.

All matches shall be shot from five ground traps, placed 5 yards apart, in the segment of a circle. The radius of the circle shall be 30 yards from the shooter's score. The traps shall be numbered from No. 1 on the left to No. 5 on the right, consecutively.

NOTE — A ground trap is one that lies flat with the surface of the ground when open, and gives the bird its natural flight in starting.

RULE 6.—THE RISE.

The rise shall be:

30 yards for 10-bore guns.

28 yards for 12-bore guns.

26 yards for 14 and 16-bore guns.

25 yards for 20-bore guns.

RULE 7.—BOUNDARY.

The boundary for both single and double bird shooting shall be the segment of a 59 yards circle, and a dead line. The circle shall be drawn from a point 10 yards beyond the centre trap on a line from the shooter's score, and it shall terminate where it joins the dead line, which shall be drawn at a distance of 30 yards from the centre trap, and at right angles with a line drawn from the shooter's score to the centre trap.

RULE 8.—BIRDS REFUSING TO FLY.

When a bird refuses to fly, such artificial means as have been provided by the management may be used to start it, by direction of the referee. A bird hit with a missile shall be declared "No bird." The shooter may declare a bird refusing to fly when the trap is pulled, "No bird."

RULE 9.—GATHERING BIRDS.

A bird to be scored dead must be gathered within bounds before another bird is shot at, and within three minutes' time,

by a dog or shooter, or person appointed by the shooter for that purpose. No extraneous means shall be used, and no other person shall be allowed to assist in gathering. If the gatherer cannot locate the bird, he may appeal to the referee to locate it for him. All birds challenged must show flesh-shot marks, to be scored "Dead birds."

RULE 10.—BIRDS KILLED ON THE GROUND.

A bird killed on the ground with the first barrel is "No bird." But it may be killed on the ground with the second barrel if the first is fired while the bird is on the wing. If a bird is shot at on the ground with the first barrel, and the shooter uses the second barrel, but fails to kill, it is "Lost bird." But if the bird is killed, it shall be "No bird."

RULE 11.—MUTILATING BIRDS.

No mutilation of birds will be allowed, and if it is proved to the referee that any contestant has wilfully mutilated a bird, or is a party thereto, the referee shall declare all his rights in the match forfeited.

RULE 12.—OUT OF BOUNDS.

A bird once out of bounds must be scored a "Lost bird."

RULE 13.—BIRDS SHOT AT BY ANOTHER PERSON.

If a bird be shot at by any person other than the shooter at the score, the referee shall decide whether it shall be scored, or another bird allowed.

RULE 14.—POSITION OF GUN.

Any the shooter may adopt.

RULE 15.—LOADS.

Charges of powder unlimited. Charge of shot not to exceed one and one-quarter ounces American Association, or Dixon's measure, struck. Any shooter using a larger quantity of shot shall forfeit his entrance money and rights in the match.

RULE 16.—CALIBER AND WEIGHT OF GUN.

No gun of larger caliber than a 10-bore shall be used, and the weight of all guns shall be unlimited.

RULE 17.—LOADING GUNS.

No gun shall be loaded except at the score. Cartridges must be removed from the gun before leaving the score.

RULE 18.—GUN NOT COCKED.

If a gun is not cocked, or the safety not properly adjusted, and the bird escapes, it shall be scored a "Lost bird."

RULE 19.—MISS-FIRE WITH THE FIRST BARREL.

If the shooter's gun miss-fire with the first barrel, and he uses the second barrel and misses, the bird must be scored "Lost bird." But if killed with the second barrel, on the wing, it shall be scored "Dead bird."

RULE 20.—MISS-FIRE WITH THE SECOND BARREL.

If a miss-fire occur with the second barrel, the shooter shall have another bird, using a full charge of powder only in the first barrel. He must, however, put the gun to his shoulder and discharge the blank cartridge in the direction of the bird, and the bird must be on the wing when the first barrel is discharged.

RULE 21.—SHOOTER AT THE SCORE.

In all contests the shooter must be at the score within three minutes after his name is called to shoot, or he forfeits his rights in the match.

RULE 22.—LEAVING THE SCORE.

A shooter having fired his first barrel and left the score, cannot return to fire his second barrel.

RULE 23.—BALK.

If a contestant is balked or interfered with, or there is other similar reason why it should be done, the referee may allow another bird.

RULE 24.—ANNOUNCING THE SCORE.

The referee shall announce the result of each shot distinctly and it shall be called back by the scorer, and at the close of each shooters, score the result must be announced, and if claimed to be wrong, the error, if any must be corrected at once.

RULE 25.—TIE SHOOTING.

All ties shall be shot off at the original distance, and as soon after the match as practicable, at the following number of birds:

In matches of 10 birds or less, 3 birds.

In matches of 11 to 25 birds, inclusive, 5 birds.

In matches of 26 to 50 birds, inclusive, 10 birds.

In matches of 51 to 100 birds, inclusive, 25 birds.

If in a series of matches the result prove a tie, such tie shall be shot off at the original number of birds.

RULE 26.—CLASS SHOOTING.

All shooting shall be class-shooting, unless otherwise stated.

RULE 27.—ENDANGERING PERSON OR PROPERTY.

If a bird shall fly so that to shoot at, it would endanger any person or property, it shall not be shot at, and the referee shall allow another bird.

RULE 28.—FORBIDDEN SHOOTING.

No shooting shall be permitted within the enclosure other than at the score, and in case there is no enclosure, no shooting within 200 yards of the score, except by those at the score, without the consent of the management.

DOUBLE BIRDS.

RULE 1.

The rules for single bird shooting shall govern double bird contests, when not conflicting with the following:

RULE 2.—DOUBLE RISES.

The double rises shall be from two traps of any kind, 10 yards apart, pulled simultaneously. The rise shall be:

26 yards for 10-bore guns.

24 yards for 12-bore guns.

22 yards for 14 and 16-bore guns.

21 yards for 20-bore guns.

RULE 3.—ALLOWING ANOTHER PAIR.

Both birds should be on the wing when shot at. Should only one bird fly, the shooter shall have another pair of birds if he does not shoot, or if he does shoot and kills the bird on the wing. But if he shoots and misses, the bird shall be scored lost, and in such event he shall shoot at another pair of birds, with a full charge of powder only in one barrel. The referee shall load the gun, not allowing the shooter to know which barrel contains the full charge, and which contains the powder charge only.

RULE 4.—MISS-FIRE WITH THE FIRST BARREL.

If the shooter's gun miss-fire with the first barrel, he will be entitled to another pair of birds if he does not shoot his second barrel. But if he fires his second barrel, the result must be scored, and the shooter shall shoot at another pair of birds, with a full charge of powder only, in one barrel, as provided for in Rule 3.

RULE 5.—MISS-FIRE WITH THE SECOND BARREL.

If the shooter's gun miss-fire with the second barrel, the result of the first barrel must be scored, and the shooter shall shoot at another pair of birds with a full charge of powder only in one barrel, as provided for in Rule 3.

RULE 6.—LOST FIRE.

If a shooter fire both barrels at one bird intentionally, it shall be scored "Lost birds." But if the second barrel be discharged accidentally, it shall be "No birds."

RULE 7.—NO BIRD.

If both birds are killed with one barrel, it shall be declared "No birds," and the shooter shall shoot at another pair of birds.

RULE 8.—TIES.

All ties must be decided in shooting off as follows:

In matches of 5 pairs or less, at 2 pairs.

In matches of 6 to 10 pairs, inclusive at 3 pairs.

In matches of 11 to 20 pairs, inclusive, at 6 pairs.

In matches of 21 to 50 pairs, inclusive, at 10 pairs.

RULES FOR WATER POLO

BY THE

NATIONAL

Swimming Association.

The following are the new rules:

Ball.—The ball to be not less than eight inches nor more than nine inches in diameter.

Goals.—The width of the goals to be ten feet, and to be distinctly marked at each end of the tank.

Teams.—Each side to consist of not less than 5 nor more than 7 players, who shall wear caps of distinctive color.

Time.—The duration of a match should be 20 minutes; 10 minutes each way, 3 minutes to be allowed at half-time for change of ends. Time occupied by disputes shall not be reckoned as in the time of play.

Captains.—The captains shall be playing members of the teams they represent, they shall agree upon all preliminaries and shall toss for choice of ends.

Officials.—The officials shall consist of a referee, timekeeper, and two goal judges.

Referee.—The referee's duties shall be to start the game, to stop all unfair play, to decide upon all fouls. He may proclaim a foul without its being claimed by any of the competitors. All competitors must cease play at the first sound of referee's whistle. The referee's decision to be final.

Fouls.—It shall be a foul: (a) To touch the ball with both hands at the same time. (Goal keeper exempt from this rule). (b) To touch the ball, interfere with an opponent, or take any part in the game while standing on the bottom of the bath. (Goal-keeper exempt). (c) To hold the rail or sides of tank during any part of the game, unless for the purpose of resting.

To interfere with an opponent when more than three feet from the ball, or carry the ball under the arm.

Penalties.—The penalties for each foul shall be a free throw to the opposing side, from the place where the foul occurred. A goal cannot be scored from a free throw unless the ball has touched at least one other player.

Wilful Fouls.—If in the opinion of the Referee a player commits a wilful foul, he shall be cautioned for the first offense, and for the second the Referee shall have power to order him out of the water until a goal has been scored.

Goal-keeper.—The goal-keeper may stand, or hold the rail or side to defend his goal, but when standing or holding must not throw the ball above half the distance of the tank. The goal-keeper can throw or carry the ball as he deems best. When once the goal-keeper loses possession of the ball outside of the goal-line, he must immediately return behind his goal line. The goal-keeper may be treated as any other player when in possession of the ball.

Starting.—The players shall stand on the goal line (or end of tank). The Referee shall stand in a line with the centre of the tank, and, having ascertained that the captains are ready, shall give the word go or blow his whistle, at the same time throwing the ball into the water in the centre of the tank.

Scoring.—A goal shall be scored by the ball passing between the goal posts, or marks and shall be declared by the goal judge raising a flag.

Leaving the Water.—A player leaving the water except at half-time shall not re-enter it until a goal has been scored or until half-time.

Out of Play.—When the ball shall go out of play, it shall be thrown by the Referee into the middle of the course, in a straight line from where it went out.

Opponent's Goal Line.—No player will be placed in his opponent's goal, or behind the goal-keeper. Infringement of this rule is a wilful foul.

Corner Throw.—A player throwing the ball over his own goal or end of tank shall concede a free corner throw to his opponents, but if the attacking side, throw the ball over other than between the goal post or marks it shall be a free throw to their opponents.

RULES OF THE POLO ASSOCIATION,

Revised April, 1893.

1. The grounds to be about 750 feet long by 500 feet wide with a ten-inch guard from end to end on the sides only.

2. The height of the ponies must not exceed 14 hands and 1 inch.

3. The balls to be of Bass wood, with no other covering than paint, and 3 inches in diameter, the mallets to be such as are approved by the Committee.

4. The goal posts to be 24 feet apart, and light enough to break if collided with.

5. Match game between pairs shall be two periods of 15 minutes each, actual play. Time between goals, and delays, not counted; two minutes after a goal has been made and five minutes between periods for rest, unless otherwise specified.

6. Match games between teams of three shall be of four periods of fifteen minutes each, actual play. Time between goals, and delays, not counted; two minutes after a goal has been made and five minutes between periods for rest unless otherwise specified.

7. Match games between teams of four, shall be three periods of twenty minutes each, actual play. Time between goals and delays, not counted; two minutes after a goal has been made and ten minutes between the periods for rest unless otherwise specified.

8. Each team to choose an umpire, and, if necessary, the two umpires to appoint a referee, whose decisions shall be final.

9. Each team should have a substitute in readiness to play when a match is on.

10. There shall be a captain for each team, who shall have the direction of positions and plays of his men. The home captain shall provide two acceptable goal judges whose decisions shall be final, in regard to goals made at the end at which each may be placed.

11. No captain shall allow a member of his team to appear in the game otherwise than in his Club uniform.

12. Only players, umpires and referee allowed upon the ground during the progress of the game.

13. The game to begin when the ball is thrown between the contestants, who shall be in line facing each other in the middle of the field, unless it is agreed between the Captains to charge. The charge to be from a line 30 feet in front of the goal posts. When the signal to charge has been given the

first and second players must keep to the left of the ball until it has been hit.

14. It is forbidden to touch an adversary, his pony, or his mallet, with the hand or mallet during play, or to strike the ball when dismounted. A player shall not put his stick over his adversary's pony either in front or behind. In riding off or hustling, a player shall not push or strike with his arm or elbow.

15. In case of an accident to a player or pony, or for any other reasonable cause, the Referee may stop the game, and the time so lost shall not be counted. When the game is resumed the ball shall be thrown between the players who shall be lined up at the point at which the ball stopped. But if the game is stopped on account of a foul, the ball is to be thrown in at the place at which the foul occurred.

16. When the limit of time has expired, the game must continue until the ball goes out of bounds, or a goal is made and such overtime shall not be counted.

17. In case of an equal number of goals having been made at the end of the last period, the game to be continued until one side makes the winning goal.

18. When the ball goes out of bounds at the sides it must be thrown in from the place at which it went out, by the Referee, or by an impartial person, between the two sides which shall be drawn up in line facing each other. When the ball goes out ends, the side defending that goal is entitled to a knock out from the point at which it crossed the line. When the player having the knock out causes unnecessary delay, the Referee may throw the ball on the field and call play. No opponent shall come within 50 feet of a player having the knock out, until the ball has been hit.

19. Whenever a player either accidentally or intentionally knocks the ball behind the line, at the end at which the goal defended by his side is situated, it shall be deemed a safety knock out, and shall score one fourth of one goal against such player's side. When the ball is caromed out or kicked out by a pony it shall not score as above.

20. The Referee shall have power to impose a fine not exceeding forty dollars on any team or member of a team, which shall fail to appear within a reasonable time of the hour named for the events for which they have been entered, or for any misconduct or violation of the rules during the progress of the games, and shall report the same in writing to the Committee for enforcement. And he may exclude from the game any dangerous or vicious pony, and he may start the game notwithstanding the absence of any players after the time fixed.

21. A player requiring a mallet during the game must ride to the end or side line to procure one; it must not be brought on the field to him.

22. The Referee may stop the game at any time when the ball is broken, or when it strikes the Referee, or his pony, and may

substitute another ball by throwing it between the players at a point as near as possible to where it was stopped.

23. A ball must go over and clear of the line to be out, and over and clear of the line to count a goal. When a ball is hit above the top of the goal posts, but in the opinion of the Referee through, it shall be considered a goal.

24. Foul riding is careless and dangerous horsemanship, and lack of consideration for the safety of others. A player in possession of the ball has the right of way, and no one shall cross him unless at such a distance as to avoid all possibility of a collision.

25. The Referee may suspend a player for the match for a foul, or he may award the opposing side a half goal.

26. When a player is replaced by a substitute, he cannot return to the team the same day, except to take the place of a player who is incapacitated.

In any change of players after the game has begun, the handicap of the man having the highest number of goals shall be counted.

27. Any member of the Committee may measure ponies (not his own) and issue certificates, good for the season for ponies under five years of age. Ponies five years old or over, holding such certificates need not be measured again.

28. No player can play for one prize on more than one team or pair.

29. No member of a Club which is a member of the Polo Association shall play any match games with or against any Club which is not a member of the Association, nor shall any player play on the team of any Club of which he is not a member, except on written consent of the Committee.

30. The Polo Association Cups shall not be played for a second time on any ground until all other Association Clubs have had the privilege, providing the grounds of the Club named are equal to the requirements of the Committee.

31. In drawing teams under the handicap the bye shall be drawn by lot, first. In the first round the teams shall be opposed to one another whose total handicap shall be nearest. The day of play for the opposing teams to be decided by lot.

32. The Polo Association colors are white and dark blue.

RINK POLO.

1. Each team shall consist of five players, to be designated as follows: One goal-tend, one half-back, one centre, two rushers.

2. For each championship game, two balls shall be furnished by the home club to the referee for use. If the ball in play is batted out of the playing surface, and is not returned within 30 seconds, the other ball shall be put in play by the referee. As often as one of the two in use is lost, a new one must be substituted, so that the referee shall at all times after the game begins, have two for use.

The last ball in play shall become the property of the winning club. Each ball used in championship games shall be examined by the secretary of this association, enclosed in a paper box and sealed with his seal, which seal shall not be broken except by the referee in the presence of the two contesting teams after play has been called.

Should the ball become out of shape, cut, or ripped so to expose the yarn, or in any way so injured, as to be in the opinion of the referee unfit for use, the referee, on being appealed to by either captain, shall at once put the alternate ball into use and call for a new one.

3. The sticks shall not exceed 4 feet in length, $1\frac{1}{8}$ inch in diameter, or 15 ounces in weight. The crook of the stick may be covered with leather, but no metallic substance will be allowed near that end of the stick. A cord or strap shall be attached to the handle to prevent the stick from slipping from the hand, but it shall not extend more than ten inches beyond the end.

4. All games shall be played upon circular running skates, in good order, without any extra appliances, and of standard size, with a smooth brass face. No skate shall be more than two inches shorter than the ordinary boot or shoe of the player, and said boot or shoe shall have no foreign substance attached to it.

The skates must be securely fastened to the foot, and no player can call time to adjust his skate. In case the skate is broken, and a player thereby is obliged to leave the surface, his place may be taken by a substitute in uniform; but the player retiring cannot resume his position until a goal has been made or the time limit expired.

5. The goal shall be the regulation cage goal, 3 feet high and $4\frac{1}{2}$ feet long.

6. In playing a game, the front of the cage must not be less than 10 feet from the end, and equidistant from the sides of the playing surface of the rink.

7. No player, except the goal-tend, shall be allowed within a semi-circle plainly indicated in front of the goal, the radius of which must be 3 feet from the centre of the goal line. It is understood that if the goal-tend leaves his position, who ever for the time being takes his place is the goal-tend.

8. To start the game, the ball shall be placed at the middle of a straight line drawn through the centre of each goal, and at the whistle of the referee shall be charged upon by a player from each team.

A goal is won by the passage of the ball into the cage, where it must remain until removed by the referee.

9. The positions of the teams shall be reversed after each goal.

10. Two innings of twenty minutes each of actual playing time shall constitute a game, except as provided for hereinafter, and the club winning the most goals in that time shall be the winner of the game.

In computing the time, all waits between goals and during the progress of the game on calls of time shall be deducted from the actual time and only the *playing* time of the goals reckoned.

The final goal shall be the one which ends at the expiration of the second twenty minutes of actual playing time, unless the clubs are tied, in which case the deciding goal shall be played.

11. There shall be a corps of official referees appointed by the Secretary, and a timekeeper selected by each rink, who shall keep the

time with a stop watch or a stop clock; the expense of an official referee shall be paid by the manager of the rink in which the game is played. If an official referee fails to appear at any game, there shall be a referee appointed by the captain of the visiting club.

12. Any timekeeper may be removed upon the protest of three clubs.

13. No person but the players and referee shall be permitted on the surface during a match, unless assistance is to be rendered in case of accident, or unless upon mutual invitation of the captains and referee.

14. The referee shall announce each goal, giving its time, and all fouls and their nature.

The referee is the master of the surface from the beginning of the game to its close, and is entitled to the respect of the spectators. Any person offering any insult or indignity to him shall be promptly ejected from the premises.

He must be invariably addressed by the players as Mr. Referee; and he must compel the players to observe the provisions of the playing rules.

The referee must keep the contesting teams playing constantly from the beginning of the game to its termination, allowing for such delays as are rendered unavoidable by accident.

The referee must call play promptly at the hour designated by the home club, and on the blast of the whistle the contest shall begin. When the whistle is blown for time, no goal can be counted that is made until the signal has been given to renew play.

15. The skates of each club shall be examined by the referee immediately before the players go on the surface. Any player found with tampered skates or rolls shall be fined not less than five or more than ten dollars. No player shall be allowed to leave the surface without permission of the referee, who shall examine his skates upon his return.

16. There shall be an official scorer connected with each club, who

shall prepare a summary of each contest, which shall contain the names of the players, the number and order of goals won by each team, and the time occupied in playing for each goal, which shall be promptly mailed to the Secretary of the Association.

17. If, after the completion of a game, and the decision of the referee, either club has reasonable cause for dissatisfaction with the rulings of the referee, they may, by submitting a formal complaint within twenty-four hours to the Secretary, signed by the captain or manager of the team, stating their reasons for the complaint, have the matter decided by the Association; but no club shall have the right to enter a complaint that does not abide by the decision of the referee, and play the game out under his direction. Any club refusing to complete a game shall be liable to expulsion.

18. If the ball go out of bounds the referee shall blow his whistle to call time, and place the ball at the point opposite where it went out, at least four feet from the rail. In recommencing play the players who do so must stand in position to knock the ball lengthwise of the surface with their back toward the sides.

19. Time shall be called by the referee whenever a foul occurs. Upon the renewal of the game the ball must be placed where the foul occurred.

20. If time is called while a goal is in progress the play shall not cease until the referee's whistle is blown.

21. A goal shall be taken from either side for every third foul committed by it during the progress of a game. After taking cognizance of a third foul and announcing the result the referee shall continue the game from where it left off at the call of foul.

22. It shall be deemed a foul: (a)—if any player stop or strike the ball when any part of his person is touching the surface; (b)—if any player stop, catch, or bat the ball with his hands or arms; (c)—if any player, save the goal-tend or one taking his place, kick the ball with his foot or skate; (d)—if the player, intentionally violate rule seven; (e)—if any player hold another player on the surface or against the

rail; (*f*)—if any player run about or strike the ball while one of his skates is off; (*g*)—if any player stop before or immediate vicinity of the goal cage to readjust his skates; (*h*)—if any player put his stick between the arm and body of another player.

23. If the referee decides that the foul is made in the goal by the goal-tend, or by any player taking his place for the time being, that prevents a goal from being made, it shall give a goal to the other team.

If the goal-tend removes or attempts to remove the ball after it has gone into the goal he shall be fined \$5, and the goal allowed to the opposing side.

24. *Any act by any player, that is manifestly intended as an unwarrantable interference by one player with another, may be declared a foul by the referee from his own observation or upon complaint by the captain of the offended side.*

25. If on account of absence of, or injury to any player, a substitute is necessary, and no regular member of the team is present, any person may be selected with the approval of the captain of the opposing team given in the presence of the referee.

26. If a dispute shall arise upon the surface, it shall be settled by the referee and the two captains. The players shall immediately resume their positions on the floor and take no part in the discussion unless called upon by the referee. Any player violating this rule shall be fined by the referee not exceeding \$5 for each and every offence.

27. If any club refuses to play a sceedule game, or to abide by the decision of the referee, they shall forfeit the game and be liable to expulsion, and the members leaving the floor shall be liable to expulsion and subject to an individual fine of \$25.

28. If from any cause, during the game, play should be suspended, each player shall fall back to his position and remain quietly stading in an upright position, and shall refrain from touching or knocking the ball. Any player violating this rule shall be fined \$1.

29. Upon the beginning of play the visiting club shall take the goal nearest the entrance to the surface.

30. Any player who does not answer to the call of the referee on the surface at the appointed time, shall be fined \$1.

31. No player shall wear any extra appliances larger than the ordinary size, such as masks, shin pads, chest protectors, etc., to impede the progress of the ball. Any player violating this rule shall be ordered from the floor by the referee to make such changes as the referee may desire. The player shall also be liable to a fine of not more than \$3 or less than \$1.

32. Any player throwing his stick at the ball or across the surface shall be fined \$5, and for a second offence during the same game, \$10

Any player deliberately tripping or striking another shall be fined not more than \$10, and for a second offence during the same game, \$20, and he shall also be ordered from the surface for the remainder of the game.

Any players engaging in a broil or altercation upon the surface shall be immediately ordered from the surface and fined \$20 each, and they may be suspended or expelled, in addition to their fines, according to the gravity of their offence.

Any player using profane or obscene language on the floor, or acting in an ungentlemanly manner sufficient to attract the attention of the spectators, shall be fined \$10, and he may be suspended or expelled in addition to his fine.

Any act by any player that is manifestly intended to delay or obstruct the game, or is contrary to the spirit of fair and honorable play, shall subject the player to a fine, suspension or expulsion, according to its gravity, by the referee or the Executive Committee.

33. If, at any time or place, any player shall use abusive or insulting language, or offer violence to any referee, the latter may prefer charges against the player; and the Executive Committee shall, upon the proving of such charges, fine the player from \$10 to \$25, or expel him, according to the gravity of his offence.

34. When any player is fined by a referee or by the directors of the league, he shall be notified of the same forthwith, as shall also his captain; in the former case by the referee, in the latter by the secretary.

In case of a fine imposed by a referee the captain shall notify his manager of the fine, and the failure of the captain so to do shall not relieve the player or the club from any penalties for unpaid fines.

Upon receipt of such notice by the manager, he shall forward to the secretary the amount of said fine, and no player shall be allowed to play in any league game while any fine upon him is unpaid.

No referee shall remit a fine once imposed on the penalty of himself incurring the same.

Any fined player shall be considered eligible to play if his fine has been mailed to the secretary within twenty-four hours after the receiving of the notice of the same from the secretary or the referee, the burden of proof being upon the manager, and the postmarks being evidence of the receipt and dispatch of letters.

35. Any club playing a player who has unpaid fines shall, upon knowledge of the same coming to the secretary, be declared by him to have forfeited every such game to the opposing club.

36. From any fine over five dollars imposed by a referee a player can appeal through his manager to the Executive Committee of his division; but the referee shall be upheld unless four managers vote against his decision, the interested manager refraining from voting and the vote being one of record.

37. In case of any disturbance, unnecessary noise or interference with the game or the referee by any one else, the referee shall have the right to suspend the game until quiet is restored. or, if necessary, he may order the offending party or parties expelled from the rink. In case his orders are not complied with, he may stop the game and award the game to the visiting club.

RULES FOR QUOITING.

ARTICLE I.—The players shall be paired by drawing numbered ballots, each player to play the party holding the corresponding number with his own, and no player to be a bye more than once in the match.

ARTICLE II.—The match shall be played exclusively on the natural sod.

ARTICLE III.—The motts shall be placed 18 yards apart—the top of the mott to be level with the ground.

ARTICLE IV.—Players to stand at a distance not exceeding three feet from the mott played from, but not in front of the mott.

ARTICLE V.—The first player to lead to be decided by lot, the winner in the last end played to lead in the next end, and playing one quoit alternately with his opponent.

ARTICLE VI.—Players to remain at the end they play from until they have played their last quoit from that end, but shall be allowed to name a person to put up a mark as a guide at the end to which he is about to play.

ARTICLE VII.—The size of the quoit not to exceed eight inches in diameter.

ARTICLE VIII.—All measurements to be made with the compasses, and to be from the centre of the top of the mott to the nearest visible iron; no obstruction of earth or quoits to be removed, except to find the top of the mott; no quoit to count when the distance exceeds three feet from the mott.

ARTICLE IX.—Should a quoit be broken during the match, the measure to be taken from the nearest portion of the quoit to the mott, and the player shall be privileged to use another pair to finish his game.

ARTICLE X.—The use of improper language, or any act perpetrated to disconcert or interrupt the player while in the act of throwing his quoit, is prohibited—the player to have the privilege of throwing his quoit over again in the event of such having taken place.

ARTICLE XI.—A Referee shall be chosen by the Executive Committee to superintend and render all decisions in the match.

RULES FOR RACING.

POTATO RACING.

The laws of Athletics as defined by the Amateur Athletic Union govern contests of this character. A potato race is usually 50 yards, they can be shorter. The potatoes are placed on the ground one yard apart, each contestant to have his line of potatoes. The start shall be from a horizontal line one and a half yards back of this line to be a receptacle for the potatoes—a basket, pail or pan can be used and the potatoes must be put in the receptacle by each of the contestants.

SACK RACING.

The laws of Athletics as defined by the Amateur Athletic Union govern sack racing. The Club or Association giving the games must furnish the sacks. All sacks must be of the same size and material. Contestants must examine the sacks closely before each race. Should the competitor's foot or feet come through the sack, he shall be disqualified by the referee and the men placed as though he had not competed. The sack must be tied around the neck of the competitor.

OBSTACLE RACES.

Obstacle Races can be of any distance. The New York A. C., of New York City, is about the only organization that gives this event regularly at its games. The distance is usually about 300 yards and several obstacles are used such as hurdles, diving through barrels, going under a net, climbing a rope and scaling tall ladders. The laws of Athletics as defined by the Amateur Athletic Union govern obstacle races with the exception that the men at starting lay on their back, their head on the starting line, body pointing perfectly straight back of the line and must remain so till the crack of the pistol.

THREE-LEGGED RACES.

The Laws of Athletics as defined by the Amateur Athletic Union govern contests of this character. The left and right leg of the two members of the team must be strapped together, one strap an inch or so below the knee, tightly fastened and another just above the ankle. Should one of these straps become loose during the race, the team meeting with this mishap should be disqualified.

RULES

Governing Dog Racing.

RULE 1.—Color, weight, name, and sex must be sent in at time of entry. If a pup, age must be stated.

RULE 2.—All false entries shall be disqualified.

RULE 3.—All dogs must be weighed in before the first heat is run, or they will forfeit the right to start. No ounces allowed; every dog to run at weight entered.

RULE 4.—To ascertain if a dog is out of weight, put on two ounces; if the dog draws the two ounces, he is out of weight, and is disqualified.

RULE 5.—Every dog to start from the mark on which it is handicapped. Scratch dog to start from the right side of track, and the other dogs to be placed next to him in accordance with this rule. If there are two scratch dogs, or two dogs on the same mark, they must toss for choice of position. The marks of all dogs remain the same, no matter who fails to weigh in, or who may be withdrawn.

RULE 7.—All dogs to start by report of pistol.

RULE 8.—One runner-up only shall be allowed each dog, and runners-up must keep on a line with their dog. The referee shall have the power to disqualify a dog, if, in his opinion a runner-up is acting unfairly on the track.

RULE 9.—Each runner-up must be ten yards over the finishing line, before his dog finishes, or the dog will be disqualified. The runner-up for the second dog, in the final heat, has the privilege of weighing the winning dog. If the winning dog is four ounces over the weight at which he is entered, he is disqualified.

RULE 10.—All dogs to run with colors on, but no dog to be disqualified should the color be omitted, either by accident or carelessness.

RULE 11.—In case of a dead heat in one of the rounds, it must be run over at once; the party refusing to run, loses the heat, but the remaining dog must run over the course, before the heat can be claimed as one. Should a dead heat occur in a final, the referee cannot order a run over, if the contestants agree to divide prize-money and bets.

RULE 12.—In case a dog is held at the mark, the pistol-firer shall have the right to declare all betting on the heat void. Any dog held at the mark in a final heat, will afterward be handicapped as if he had actually won.

RULE 13.—After the bell has been rung for a heat, five minutes will be allowed for dogs to be placed on their marks. Any dog failing to be at the marks on time, forfeits all rights.

RULE 14.—No other attendents but the slipper and runner-up shall be allowed on the track at the marks. Any party violating this rule shall have his dog disqualified by the pistol-firer.

RULE 15.—The referee shall flag the color of the winning dog in each heat. The referee's decision shall be final, and subject to no appeal whatever.



Pigeon Flying Race Rules.

1. Any fancier desiring to enter birds for competition and for record under the management of the Secretary and Race Committee, must first become a member of the Club.

2. The Club, in the records of birds, recognizes only the liberating station and the home loft. The home loft is that to which the bird is registered as belonging.

3. Birds entered in a race must be at the appointed place for countermarking at the same time arranged, or be debarred from participating in the fly, for no birds will be received after that time.

4. Countermarking of birds shall be (as far as practicable), by leg bands bearing a number or device, and the band must on the arrival of the bird be removed and turned over to the timer at the loft, in his presence to be mailed with signed report to the Secretary the day the bird arrived at home.

5. All birds entered in a journey must bear, stamped on the first primal flight feather, the regular number by which it is to be distinguished and known, be it a bird bearing a seamless band or otherwise. When a bird bears a seamless band, then that number and letter becomes its regular number. When the bird bears no seamless band a regular number must be obtained from the Secretary, and entry blanks will be duly mailed by Secretary to competitors in each race, which must be neatly filled out as required, or the entry will not be received.

6. The owner of a bird presenting it for a journey, relinquishes all control of it until after the time of liberating for such a journey.

7. Any interference on the part of an owner, or of any one interested, directly or indirectly, in the result, with the instructions or duties of the Secretary or Race Committee, or with the liberator, or with the birds after marking, will be debarred from the benefits of the fly.

8. No one interested, directly in the result of a loft, shall be present during the time of countermarking; that is, no one interested in any way for the success of that particular loft during the countermarking of those particular birds; neither shall any such person appoint the timer or act as the timer at such loft.

9. The honors of a race being determined by the average velocity, all birds making the same speed under the same conditions are entitled to the honor that speed calls for.

10. Time shall be verified by a timer acceptable to the Secretary of the Club, or Race Committee, who shall be at the home loft from the earliest time at which a bird could arrive until dismissed by the owner or his representative, or until the time named as the close of a race has expired.

11. The time of a bird's arrival in a race shall be taken at the click of the bob-wire after the bird is in, or the closing of the trap or door securing it at the loft.

12. No young bird shall be eligible for young bird record unless bearing an official Club seamless band denoting year of hatch.

13. The report of the timer at the loft shall be signed by the owner and the timer, to be mailed at once to the Secretary. In no case must the original be given into the possession of the owner or any one interested in the success of the loft, and must not leave the timer's possession until mailed by him to the Secretary.

14. No race, unless specially agreed upon, shall be rain or shine; but shall be upon the date named, or off, excepting from 500 miles, when race is on until flown.

15. In case there are returns before the timer's arrival at the loft, or in the timer's absence, the owner can report only by certified telegram to the Secretary, and the competitor, whom said timer represents, will be debarred from any interest in that race. An allowance of six minutes to the mile, and an additional minute for catching the bird, to be traveled on foot, in reaching the telegraph office, will be made by the Secretary in computing the actual time of arrival and speed made. All telegrams to be prepaid, and in case the Secretary's loft is unprotected, he can report to the President or competing member, holding the list of his birds' counter-marks. The endorsement of arrivals by neighbors, competitors or friends will not be entertained on any account.

16. The time of start as given by the liberator's telegram shall be considered as advisory only. The time of start, from which the calculations for record are to be taken, shall be in

writing, over the liberator's signature, and must be received by the Secretary direct from the liberator.

17. In case any timer or member fails to respond to the Secretary's notification and instructions, or the competing member to supply in ample time an acceptable substitute for the full carrying out of the same, or fails to render a satisfactory explanation, the said competing member may be held accountable to the Executive and Race Committees for neglect of duty, on a written complaint filed by the Secretary with the President, and be debarred from any interest in the particular race in progress.

18.—The Secretary is not to be held responsible for the non-compliance of liberators in carrying out the instructions of a flight, nor for the careless and incomplete performance of instructions rendered by any timer or member, since the irregularities may be beyond his control; but it is duty and office to see that all acting timers and members are thoroughly conversant and familiar with the Race Rules and requirements, and to correct or adjust any discrepancy or irregularity in their work, or that of any timer or member, that may arise, as far as practicable, and with all possible dispatch, to secure indisputable and complete record for any flight that may be in progress. Failing this the Secretary may be held accountable for neglect of duty, on written charges being filed by any member with the President; such charges to be acted upon by the Executive and Race Committees.

19.—Any direct refusal to comply with the Race Rules by a member of the Club forfeits all right to record in the races, if proven on investigation, and the Secretary and the Race Committee may decline to handle his birds, and make complaint to the President.

20.—Each loft can enter but twenty birds or less, in the old birds' races, and but twenty or less in the young bird's races.

21.—In the pool prizes each member pays so much per bird of his entry as may be arranged.

22.—On race days, when the timer arrives at the loft, there must be no birds at liberty belonging to said loft, excepting those competing in the race or outs from previous tosses; and arrivals must immediately be handed to the timer, bearing countermark and showing regular number on wing and colors for verification, with entry list in his possession.

ROWING RULES

OF THE

National Association of Amateur Oarsmen.

LAWS OF BOAT RACING.

STARTING.

1. All boat races shall be started in the following manner : The starter, on being satisfied that the competitors are ready, shall give the signal to start.

2. If the starter considers the start false, he shall at once recall the boats to their stations, and any boat refusing to start again shall be disqualified.

3. Any boat not at its post at the time specified shall be liable to be disqualified by the umpire.

4. The umpire may act as starter if he thinks fit ; where he does not so act, the starter shall be subject to the control of the umpire.

5. Boats shall be started by their sterns, and shall have completed their course when the bows reach the finish.

WATER.

6. A boat's own water is its straight course, parallel with those of the other competing boats, from the station assigned to it at the start to the finish.

7. Each boat shall keep its own water throughout the

race, and any boat departing from its own water will do so at its peril.

8. The umpire shall be sole judge of a boat's own water and proper course during the race.

FOULS.

9. It shall be considered a foul when, after the race has commenced, any competitor, by his oar, boat, or person, comes in contact with the oar, boat, or person of another competitor; unless, in the opinion of the umpire, such contact is so slight as not to influence the race.

10. No fouling whatever shall be allowed; the boat committing a foul shall be disqualified.

11. The umpire may, during a race, caution any competitor when in danger of committing a foul.

12. The umpire shall decide all questions as to a foul.

13. A claim of foul must be made to the umpire by the competitor himself, and, if possible, before getting out of his boat.

14. In case of a foul, the umpire shall have the power—(a) To place the boats (except the boat committing the foul, which is disqualified) in the order in which they come in. (b) To order the boats engaged in the race, other than the boat committing the foul, to row over again on the same or another day. (c) To restart the qualified boats from the place where the foul was committed.

ACCIDENTS.

15. Every boat shall abide by its accidents, except when, during a race, a boat while on its own water shall be interfered with by an outside boat, the umpire may order the race to be rowed over, if, in his opinion, such interference materially affected its chances of winning the race.

ASSISTANCE.

16. No boat shall be allowed to accompany a competitor for the purpose of directing his course or affording him other assistance. The boat receiving such direction or assistance shall be disqualified, at the discretion of the umpire.

UMPIRE.

17. The jurisdiction of the umpire extends over the race and all matters connected with it, from the time the race is specified to start until its final termination, and his decision in all cases shall be final and without appeal.

18. The judge at the finish shall report to the umpire the order in which the competing boats cross the line, but the decision of the race shall rest with, and be declared by, the umpire.

19. Any competitor refusing to abide by the decision, or to follow the directions of the umpire, shall be disqualified.

20. The umpire, if he thinks proper, may reserve his decision, provided that in every case such decision be given on the day of the race.

21. Contestants rowing a dead heat shall compete again after such interval as may be appointed, and the contestant refusing to so row shall be adjudged to have lost the race.

TURNING RACES.

22. In turning races, each competitor shall have a separate turning stake, and shall turn from port to starboard. Any competitor may turn any stake other than his own, but does so at his peril.

REGATTA RULES.

RULE 1. This Regatta shall be open to all amateur clubs which have been duly organized three months prior to the holding of the Regatta. Entries of individuals will not be received.

2. No club shall be allowed to enter any person who has not been a member thereof for at least three months preceding the Regatta, or who has been entered in any race from any other club during that time, *or whose residence during that period is more than fifty miles from the club he represents*; nor shall any entry be received from a club which shall include in its list of members any professional oarsman or athlete.

3. The Regatta Committee shall appoint as Secretary any person it may deem proper.

Any Club intending to compete for any of the prizes must give due notice to the Secretary of the Regatta Committee on or before the day appointed for closing the entries. Entries shall close two weeks before the date of the Regatta.

4. There shall be sent to the Secretary of the Regatta Committee in all cases of entries for eights, a list of not more than twelve names; for fours, not more than six names; for pair oars and double sculls, not more than four names; and for single sculls, not more than one name, and from these the actual crews shall be selected.

The name of the Captain or Secretary of each Club entering for any race shall be sent at the time of entrance to the Secretary of the Regatta Committee.

A copy of the entrance list shall be forwarded by the Secretary to the Captain or Secretary of each Club so entered.

5. No assumed names shall be given to the Secretary.

6. No one shall be allowed to be entered twice for the same race.

7. The Secretary shall not be permitted to declare

any entry, nor to report the state of the entrance list, until such list shall be closed.

8. Objections to any entry shall be made in writing to the Secretary of the Regatta Committee within seven days from the declaration of the entries, when the said Committee shall investigate the grounds of objection, if any, and decide thereon forthwith.

9. The races at each Regatta shall consist of—

Single-scutt shells, senior.	Four-oared shells, senior.
Single-scutt shells, junior.	Four-oared shells, junior.
Pair-oared shells.	Eight-oared shells, senior.
Double-scutt shells.	Eight-oared shells, intermediate.

Entrance money for each boat shall be paid to the Secretary at the time of entering, as follows :

Eight-oars, \$20; four-oars, \$15; pair-oars, \$10; double-scutts, \$10; single-scutts, \$5.

10. All races with the exception of the eight-oared race, shall be one mile and a half, *with one turn*. The eight-oared races shall be one mile and a half straight away.

11. A meeting of the Regatta Committee shall be held immediately preceding the Regatta, at which the Representative of each crew or club entered shall deliver to the Secretary of the Regatta Committee a list containing the names of the actual crew appointed to contend in the ensuing races, to which list the names of two other members may be added, either of whom may be substituted for any one of the crew in the event of illness or accident, subject to Rule 12.

12. No member of a Club shall be allowed to be substituted for another who has already rowed in a heat; nor shall any member of a Club be allowed to row with more than one crew for the same prize.

13. In the event of a dead heat taking place the same crews shall contend again, after such interval as the Regatta Committee may appoint; any crew refusing shall be adjudged to have lost the heat.

14. In each class two or more entries shall be required to insure a race, and should withdrawals, after the en-

tries are closed, reduce the number to one boat, the crew thereof must row over the course to be entitled to the prize.

15. Heats and stations shall be drawn for by the Regatta Committee in the presence of such competitors, or their representatives, as may attend, after due notice has been given of a meeting of the Committee for that purpose.

16. The Regatta Committee shall choose an umpire, a judge at the turn and a judge at the finish.

17. The laws of boat-racing adopted by this Association shall be observed at this Regatta, and its definition of an amateur oarsman shall govern the qualifications of each competitor.

18. Entries for junior races shall be governed by the following definitions of juniors, adopted at the meeting of the Executive Committee, held April 26, 1884; and as to junior coxswain adopted January 14, 1893:

A junior sculler is one who has never pulled in a senior, nor won a junior scull race.

A junior oarsman is one who has not pulled an oar in a senior race, or been a winning oarsman in a junior race.

Competitions with members of his own Club will not effect the standing as a junior of any oarsman or sculler.

The qualification of a junior oarsman or sculler shall relate to each time of his coming to the starting post, whether in a trial or a final heat.

A *junior coxswain* is one who has never, in a race, steered a senior crew, nor a winning junior crew.

19. Definitions of *intermediates* (adopted at a meeting of the Executive Committee, held January 14, 1893):

An *intermediate sculler* is one who has never rowed in a senior race, nor won any other than a junior race.

An *intermediate oarsman* is one who has never rowed in a senior race, nor won any other than a junior race.

An *intermediate coxswain* is one who has never, in a race, steered a senior crew, nor a winning intermediate crew.

20. The prizes shall be delivered, at the conclusion of the Regatta, to their respective winners, who, in case of a challenge prize, shall furnish such bonds for the same as may be required by the Trustees.

21. Any participant in the races shall have the right at any time previous to the awarding of the prizes to object to any Club or person participating in, or being declared the winner of, any race where it may appear to the person making the objection that such Club or person has not entered such contest with the intention of participating therein in an honest manner, and making all reasonable efforts to be successful. The evidence shall be presented to the Regatta Committee, who, after hearing the accused, shall, by a majority vote, decide the objection. They shall have power to order the race rowed over, or to confer the prize on whomsoever in their judgment is entitled to it.

22. All questions of eligibility, qualification or interpretation of the rules, shall be referred to the Committee, and its decision shall be final.

23. The Committee shall have power to reject any entry

24. Only the winners of trial heats shall compete in the final heat; except when in any trial heat of a Regatta a foul occurs, under such conditions and with such results that the laws of boat-racing, the exigencies of time and the circumstances of the Regatta do not afford full justice to any contestant, the umpire may permit such aggrieved competitor, to start in a subsequent or in the final heat, as, in the judgment of the Regatta Committee, is most convenient.

RACQUET RULES

OF THE

New York Racquet Court Club.

1. The game to be fifteen up. At 13 all, the out-players may set to 5; and at 14 all, to 3; provided this be done before another ball is served.

2. On commencing the game, in a double match, whether odds be given or not, the side going in first to serve shall have but one hand; but in a single match the party receiving odds shall be entitled to them from the beginning.

3. The ball shall be served alternately right and left, beginning on whichever side the server chooses.

4. The server must stand with at least one foot in the "service box," and serve the ball over the line on the front wall and within the proper service-court; otherwise it is a *fault*. Serving two faults, missing the ball, or the ball served striking anywhere before it reaches the front wall, is a out-hand.

5. All balls served or played into the galleries, hitting a beam, iron rod, the telltale, or any wood or netting, or above the cemented lines of the courts, although they may return to the floor, count *against* the striker.

6. A ball, to be fair, must be struck before or on the first bound, and must not touch the floor, the galleries, the telltale, or any wood or netting, or above the ce-

mented lines of the courts, before or after reaching the front wall.

7. Until a ball has been touched or bounded twice it may be struck at any number of times.

8. Only the player to whom a ball is served may return it.

9. A ball touching the striker or his partner before the second bound loses a hand or an ace.

10. If a fair ball hits the striker's adversary below or on the knee, it is a *let*, and shall be played over; if above the knee, it counts against the striker.

11. The out-players may once only in each game exchange courts to return service.

12. Every player should try to keep out of his adversary's way. When a *hinder* is claimed it shall be decided by the marker.

13. The marker's decision, on all questions referred to him, shall be final. If he is in doubt he should ask advice; and if he cannot decide positively, the ace is to be played over.

THE DOUBLE, OR FOUR-HANDED, GAME.

1. The Laws of the Single Game shall apply to the Double or Four-handed Game, except as set forth in the following Laws.

2. Only one of the side which has won the spin shall serve at the first time of being hand-in, in any game; at all subsequent times, the players on each side shall serve in the same order in which they began serving.

3. One player on the hand-out side may stand where he pleases, to receive the service, but his partner and the server's partner must stand behind the server until the service has been delivered.

4. If the ball served touch the server's partner before touching the floor twice, whether it was, or would have been, a fault or not, the server shall lose his right of service, and the next hand-in shall serve.

5. The players on the hand-out side may choose the order in which they shall receive the service, and they shall adhere to that order, and shall only change it once in any game, or at the end of any game, of a rubber.

6. If the ball in-play touch the striker's partner, it shall count against them; that is, if the striker was hand-out, the other side shall score an ace; if he was hand-in, his side shall lose one hand-in:—

Except, in case the ball in-play touch the striker's partner after it has been hit at and missed by one of their opponents, when it shall count against such opponents; that is if they were hand-out, the other side shall score an ace; if they were hand-in, they shall lose one hand-in.

SHEFFIELD RULES

— FOR THE —

Government of Professional Racing.

Any man entering a handicap except in his proper name, or having changed his residence, must state his late and present abode at the time of entry, or, having won a handicap at any time and not stating it or in any way to lead the handicappers astray, for any of these offences he will be disqualified and his entrance and acceptance money will be forfeited.

Any man winning a handicap after the entries are published will be put back two yards, and one yard for being second, or any man running second to the winner in either of his heats will be put back half a yard. Penalties not accumulative.

Any man leaving or getting over his mark with either foot before the pistol is fired, will be put back one yard for the first offence, two yards for the second, and the third time disqualified.

If any man gets over his mark and after being put back runs a dead heat, in running off such heat, the man penalized must start from his original mark.

No objection will be entertained unless made by 8 P. M. on the first day's running, and the person making such objection must deposit the sum of five pounds in the hands of the proprietor, and should the objection made not be sustained, the money deposited shall be forfeited and go towards paying expences, to be decided by the proprietor and the committee.

In the event of a dead heat being run and one of the men afterwards walks over, after such heats, all bets about either man for that heat shall be added together and divided.

Should the final result in a dead heat, the two dead heaters must divide the first and second prize equally and all bets made about either man winning the handicap right out, must be added together and divided.

In the event of any disturbance taking place or darkness coming on, the proprietor or the committee shall have the power to postpone the running of any heat or heats until the following day, except when a Sunday intervenes, in which case it shall be adjourned until the Monday.

The decision of the referee shall be final without any appeal to a court of law.

SKATING RULES.

Programme of the National Amateur Skating Association for Figure Skating Contests.

The object of this programme is to set forth the movements of figure skating so as best to test the proficiency of skaters, and in an order that will economize the strength of the contestants. The movements are arranged under comprehensive, fundamental heads, designed to include everything appertaining to the art. It is to be understood that whenever practicable all movements are to be executed both forward and backward, on right foot and on left.

1. Plain forward and backward skating in various ways.
2. Outside edge roll forward.
3. Outside edge roll backward.
4. Inside edge roll forward.
5. Inside edge roll backward.
6. Figure eight on one foot forward.
7. Figure eight on one foot backward.
8. Cross roll forward in field and eights, single and double circle.
9. Cross roll backward in field and eights, single and double circle.
10. Change of edge roll forward, beginning on either outside or inside edge.
11. Change of edge roll backward, beginning on either outside or inside edge.
12. Spread eagle on inside and outside edges.
13. Curved angles—threes, single, double, chain and flying, beginning on inside or outside edge.

14. Curved angles—rocking turns from outside edge to outside edge, or from inside edge to inside edge, forward and backward.

15. Curved angles—crosscuts or anvils.

16. Grapevines, including Philadelphia "twist."

17. Toe and heel movements, embracing pivot circling, toe spins (pirouettes) and movements on both toes.

18. Single and double flat foot spins cross-foot and two-foot whirls.

19. (a) Serpentine on one foot and on both feet; (b) change of edge, single and double.

20. Loops and ringlets on inside and outside edges, single and in combination.

21. Display of complex movements, at the option of the contestant.

22. Specialties, embracing original and peculiar movements.

If limited as to time, the judges may select what is thought best.

This schedule is intended as a guide, as well to skaters as to judges, who should continually bear in mind that grace is the most desirable attribute of artistic skating.

The rules of the National Amateur Skating Association are as follows:

The officials of a figure skating competition shall be three judges and one scorer.

The judging shall be done on a scale of points running from the number of contestants down to 0.

Experience has shown the following to be the most practical method of scoring:

"The number to be given to the one standing first in any section shall be that of the number of contestants. Should there be two or more of equal merit, they should be marked the same number; and the one coming next below takes the number resulting from subtracting the number of competitors above him from the number entered. A total failure is marked zero."

A fall does not necessarily constitute a failure.

At the conclusion of each figure each judge shall, without consultation with his associates, mark the number of points which he awards to each competitor.

These reports shall then be compared, and in case of disagreement the majority shall decide.

The scorer shall keep an accurate record of the points allowed to each contestant on each figure, but shall not be permitted to inform any competitor of his standing until the close of the entire competition.

In deciding the relative merits of competitors, special attention will be given to grace and ease of position, accuracy in skating to place and ability to use both feet equally well.

Competitors before coming on the ice will draw lots to decide the order in which they shall skate, and shall preserve this order throughout, except that the competitor who leads in each figure shall skate last in the next on the programme, the others preserving their relative succession.

If, in the opinion of the judges, any competitor shall not have skated in the first eleven numbers sufficiently well, they may require him to retire.

Any competitor refusing to skate when called upon in his proper turn without a reason satisfactory to the judges, will be ruled out of the competition, and shall leave the ice.

The decision of the majority of the judges shall be final with regard to all questions of disqualifications, interpretations of the programme, and merits of the competitors.

SPEED SKATING.

1. Three tests shall be established. The First Class or Highest Badge shall be awarded to any skater who shall skate a mile with not less than three turns in 3 minutes and 30 seconds. The Second Class Badge to any skater who accomplishes it in 4 minutes, and the Third Class Badge will be awarded for 4 minutes 30 seconds.

2. The Association shall also give, each year championship races at such distances and at such places as the Executive Committee may select, and shall give public notice of times and places as long in advance as the weather permits.

Rules for Snow-Shoeing.

ARTICLE I.—OF THE SHOE.

The snow-shoe shall be made of wood, and hide or gut.

The shoes, including strings, shall not be less than $1\frac{1}{4}$ pounds, in weight at start and finish of competitions, and shall measure not less than 10 inches gut, in width. They shall be weighed at the start and finish of each competition by a person appointed for that purpose.

In boy's races, snow-shoes of any width and weight may be used.

Objections to a competitor's shoes shall be made before the start.

ARTICLE II.—OF STARTING.

All starting shall be by report of pistol after after a preliminary caution.

A snap cap is not a start.

If any competitor starts before the signal, he shall be put back one yard for each of the first two offences, and disqualified upon a third.

ARTICLE III.—OF POSITION AT STARTING.

Competitors shall draw lots for choice of position at starting.

In races in heats, the competitors' positions at the end of each heat shall decide their choice of positions at starting for the next heat.

ARTICLE IV.—HEAT RACES.

A competitor must win two heats, to be winner of the race.

A competitor not winning a heat or making a dead heat in the first three heats will not be allowed to start in any subsequent heat.

A dead heat shall be counted in the race and shall be considered a heat which is undecided only as between the competi-

tors making it, and it shall be considered a heat lost by all the other competitors.

The rank of competitors, other than the winner, shall be decided by their position in each heat of the Race *i. e.*, a competitor winning a heat shall be considered better than one making a dead heat, and a dead heat better than only second place in any heat, and a second place better than only third in any heat.

In the event of two or more competitors being equal for second or third places, such competitors shall run off a deciding heat.

In all cases competitors must race out their distance to qualify for starting in succeeding heats.

ARTICLE V.—BRUSHING.

No competitor shall cross the track of another competitor to take it, until he shall be six feet in advance of that competitor.

In races round a course, a competitor must pass on the outside, but if a competitor in advance deliberately draws out of his track and leaves his successor room to pass him on the inside, that successor may do so.

ARTICLE VI.—DISQUALIFICATIONS.

The judges may disqualify a competitor for persistent false starts, for disobedience to their orders, or to those of the starter, or for deliberately jostling or impeding any other competitor.

ARTICLE VII.—WINNING.

That competitor is winner, whose breast first reaches the tape.

ARTICLE VIII.—HURDLE RACES.

In hurdle races, a runner who leaps on a hurdle, runs through or around it, vaults it, or passes it in any other way than by fairly leaping over it, commits a foul and shall be disqualified.

ARTICLE IX.—RUNNING FRAUDULENTLY.

Whenever a competitor shall run not to win, he shall be disqualified for twelve months from starting in any race governed by these rules

ARTICLE X.—LOSING A SHOE.

So long as both snow-shoes remain attached to the feet or ankles, a runner may continue his race.

A runner cannot, however, carry his shoe in his hand in event of its slipping from his feet.

ARTICLE XI.—ASSISTANCE.

It shall be considered foul for any competitor to be assisted by any one during a race when such assistance necessitates touching the competitor.

ARTICLE XII.—ACCIDENTS AND INTERFERENCES.

In cases where a competitor meets with an accident in ordinary course, the Judges may not interfere.

If an accident be caused by the friends of another competitor in assisting him, then the other competitor shall be disqualified.

ARTICLE XIII.—TIME BETWEEN HEATS.

In all races in heats, where the distance shall be 200 yards or less, the time allowed between heats shall be not less than two minutes, nor more than five minutes. In all cases in heats, where the distance exceeds 200 yards and does not exceed half a mile, the time allowed between heats shall be not less than four minutes, nor more than ten minutes.

ARTICLE XIV.—HOUR OF STARTING.

The Judges shall decide all matters of time connected with starting.

No delay after the appointed time for starting shall be permitted for the convenience of any competitor.

ARTICLE XV.—OBJECTIONS.

Any objection to a competitor for fouling must be made within five minutes after the conclusion of the race.

Objection as to qualifications, entries, etc., must be made before the start, unless the fact on which the objection is based was not known to the objector at the time. In this after case objections may be made within forty-eight hours after the race

This does not apply to Sec. 4, of Article 1.

ARTICLE XVI.—POST ENTRIES.

Post entries, except for club or consolation races, shall not be allowed.

ARTICLE XVII.—JUDGES BETTING.

Judges must not bet upon a race over which they preside.

ARTICLE XVIII.—DECISIONS AND APPEALS.

The decisions of the Judges on matters of fact is final.

A club shall be considered the best judge of its own by-laws, qualifications of membership, etc.

From the decision of the Judges, on any question of interpretation of law, an appeal shall lie to three experts, the appellant selecting one, the Judges, and these two deciding on a third. Such appeal must be declared at once.

ARTICLE XIX.—DISTANCES.

In races in heats there shall be no distance post when the course is less than 440 yards.

When the course is of 440 yards, the distance post shall be 50 yards from the finish. When the course is of 880 yards the distance post shall be 80 yards from the finish.

If a competitor shall not have reached the distance post by the time the winner shall have reached the winning post, such competitor shall be distanced, and must not start for any succeeding heat of such race.

ARTICLE XX.—MEASUREMENT OF TRACK.

The track shall be measured three feet from the bushes,

ARTICLE XXI.—GREEN RUNNER.

A green runner is one who has never won a first prize in any snow-shoe race.

Shuffle Board Rules.

The length of the board must be thirty feet, and the width must not exceed twenty inches.

The Shuffle Board should be made of one solid plank, of white wood or white pine, and as thick as possible, to prevent warping

The surface of the board shall not exceed three feet from the floor.

The gutter must be four a half inches wide, and shall go entirely around the board.

Four round pieces or weights, of hard, cast iron, marked A, and 4 marked B, to distinguish the opponents, are used, each weighing from three-quarters of a pound to one pound, about two inches in diameter, and half an inch thick, which should be fine castings and smooth on the bottom.

Before commencing to play, the surface of the board should be sprinkled with very fine sand, perfectly dry, and during the game, players can sand the board if they desire.

About five inches from the ends of the board a straight line should be drawn, and should be parallel with the ends. This is called the "deuce" line.

All pieces over the deuce line count two, and if a piece hangs over the end of the board, it is called a "ship," and counts three.

When at the end of round no piece is "in," then that piece which lays nearest to the line counts one point. Twenty-one points constitute a game.

In a four-handed game, one opponent from each side must stand at the end of the board, not changing from one end of the board to the other, as in a regular game, but remain as they started, shoving the pieces alternately; the winning man at either end always taking the lead.

When either piece rebounds from the end of the board, said piece does not count and must be taken off.

The scoring board is like a crib board, placed against wall with pegs to count with. Board and table should be fastened against wall to insure firmness.

WRESTLING RULES.

COLLAR AND ELBOW.

RULE 1.—The men shall wear short coats or jackets made of canvas, not extending below the hips, with strong collar and the elbow suitable for the grasp of an opponent. They shall wear rubber sandals on the feet.

2.—Each man shall take hold of the collar of his opponent with his right hand opposite the left shoulder and under the left ear, while with the left hand he must take hold of the right elbow of his opponent's jacket sleeve, and, under no consideration shall a wrestler allow the thumb of his left hand to slip inside of the right sleeve of his opponent's jacket. An offender shall be cautioned for the first offence, and forfeit a fall for the second.

3.—Both men shall stand up breast and breast, with limber arms, and show fair and equal play with the feet.

4.—Either man breaking his hold with one or both hands, to save himself from a fall shall forfeit said fall.

5.—Kicking the limbs or privates is strictly prohibited; a contestant guilty of either offence to forfeit the match.

6.—All falls must be square back falls, either two hips and one shoulder, or two shoulders and one hip to strike the carpet simultaneously to constitute a fall.

7.—Striking upon the face, side, or knees, is no fall, and nothing shall be allowed for forcing a man from such positions to his back.

8.—Going down on one or both knees is fair, as long as no holds are broken.

9.—Butting is foul, and shall be punishable with a forfeiture of the match.

10.—A rest of at least ten and not more than twenty minutes shall be allowed between each fall.

11.—Matches shall be made for first fall, best two in three, or three in five, to win according to mutual agreement.

12.—The enclosure for a wrestling contest shall be twenty-four feet square, and nobody shall be allowed inside except the referee and two umpires.

13.—When the articles are signed, a final stakeholder and an umpire shall be chosen for each man.

14.—In case the contestants or umpires cannot agree upon a referee, the stakeholder shall appoint one.

15.—The decision of the referee shall in every case be final, and the stakes shall be paid to the winner in accordance with his decision.

CATCH AS CATCH CAN.

RULE 1. Either opponent may press arm (not arms), around his antagonist's neck, but throttling is not allowed.

RULE 2. Tripping your opponent is fair.

RULE 3. Two shoulders down constitute a fall (no flying fall to count). A referee should follow up the movements of the men, and when the men are down and struggling on the carpet, he ought to get down likewise, so that he will be better enabled to see when the two shoulders of either of the men are down, and it is always advisable for the referee to allow one second before rendering his decision. If any doubt should arise as to the fairness of a fall, the referee should allow the match to proceed.

RULE 4. The match ought to be decided first fall best two in three, or three in five, according to agreement between the men

RULE 5. No less than 10 (ten) or more than 15 (fifteen) minutes rest allowed between each back fall.

RULE 6. Letting go either hand, changing holds or grabbing by the legs shall be allowed.

RULE 7. The ring should be at least 24 feet square if on a stage, but in a field or park, it is better to have more space.

RULE 8. In all matches, the wrestlers should wear either socks or stockings, or else barefooted, and they will not be permitted to scratch or suffocate, pull each others ears, or commit any other unfair act toward each other. Neither will they be allowed to be rubbed with grease or resin on their

hands, or any pernicious drug or any part of their bodies. The competitors will be allowed one seconder each, and who must not be changed during the progress of the match, neither will a seconder be allowed to touch his own or his opponent's man while wrestling. Touching either competitor while wrestling will be a disqualification against the offender and his party, and the referee shall decide against them. If the wrestlers get entangled with what may be considered the boundary of the ring, they shall draw off, and renew the contest with the same holds as when they drew off.

RULE 9. All outside bets go with the stakes. The stakeholder or his deputy to announce on the premises or grounds where the match takes place, publicly at all times when a match is not finished which way the stakes go.

RULE 10. Should any match not be finished on the day appointed, both wrestlers to meet and weigh (if required), and commence wrestling at the same time and place, day by day (Sunday excepted), until the match is finished, except otherwise agreed upon; but in the event of one wrestler gaining a fall, he can claim the stakes in the absence of any arrangement to continue the match. In the event of a wrestler giving up the match, when he has won a back fall, the stakes shall be claimed by his opponent. Neither wrestler is permitted to stop for the purpose of being refreshed, unless mutually agreed upon by the wrestlers.

RULE 11. Should the referee not be chosen when the men sign articles, and the wrestlers with their backers fail to agree upon one within 15 minutes from the time of entering the ring, the stakeholder is empowered to act in that capacity, or else appoint one.

RULE 12. If any disagreement arises out of any match through any nice or fine point not provided for in these rules, the dispute shall be settled by the referee, and his decision shall be final in all cases. These rules are conclusive and binding.

GRÆCO-ROMAN.

RULE 1.—Wrestlers are allowed to take hold from the head and not lower than the belt or waist. Grasping the legs is strictly forbidden.

2.—The men shall use open hands and are not allowed to strike, scratch or clasp hands.

3.—Wrestlers shall not be allowed to clasp one of their own hands within the other, nor interlace their fingers, but they can grasp their own wrist to tighten their hold around their opponent's body, or otherwise.

4.—The principals shall have their finger nails and hair cut short, and must wrestle either barefooted or in their socks.

5.—Should a wrestler fall on his knee, shoulder or side, a new start must be made.

6.—Should the principals roll over each other, the one whose shoulder shall touch the ground first is deemed conquered.

7.—A rest of not less than ten nor more than twenty-five minutes shall be allowed between each bout.

8.—The shoulders touching the ground simultaneously constitutes a fall.

9.—At the posting of the first deposit a final stakeholder shall be chosen, and, in case the principals cannot agree upon a referee, the stakeholder shall appoint one.

10.—All matches shall be made for first fall, best two in three, or three in five, to win, according to mutual agreement.

11.—When a postponement is necessary, the referee shall name a time and place of meeting should the principals fail to come to any mutual agreement on a time and place.

DEVONSHIRE.

RULE 1.—On "Time" being called the principals shall shake hands and let go, otherwise no fall will count.

2.—The men shall wear loose jackets and will not be permitted to catch hold both in one hand, or to catch across and thereby choke an opponent.

3.—The men shall wrestle in boots or shoes, devoid of iron or steel, and either man guilty of kicking an opponent above the knees shall forfeit the fall.

4.—A principal falling upon his knees, or putting out a hand to prevent a fall, shall lose the bout. The referee to be judge of same.

5.—Two shoulders and one hip or two hips and one shoulder striking the ground simultaneously shall constitute a fall, but should an opponent touch the ground first, or at the same

time, the fall shall not count. The fall must be clean, neither part of the opponents' bodies touching the ground before the fall.

6.—Falling on one or both knees, or touching the ground with the hands, breaks the hold, and the men shall wait for the referee to call "Time."

7.—The men shall grasp hold of the jackets only, but in play it is allowable to catch around the neck or to span the body, but not to touch lower than the belt line. Catching by the legs or waist-bands shall be deemed a foul, and the man guilty of such an offence shall forfeit a fall.

SIDE HOLD.

RULE 1.—The principals shall toss for choice of holds.

2.—Each man shall take hold of an opponent's hip or belt with one hand, and with the other his antagonist's hand.

3.—A contestant whose back strikes fairly on the ground shall be deemed to have lost one fall, and all attempts to pull or turn his opponent over shall not count.

4.—A man breaking his hold, before one or the other is thrown, shall forfeit a fall.

5.—The contestants are permitted to drop on one or both knees and rise again, and accept every fair and honorable means to gain a fall from his opponent.

6.—The men shall wrestle in stocking feet or light shoes, and either man grabbing a contestant's leg shall forfeit a fall.

7.—A rest of not less than ten nor more than twenty minutes shall be used between each fall.

8.—The match to be first fall, best two in three, or three in five, according to mutual agreement.

9.—The ring shall be twenty-four feet square, or as near that size as practicable, and not one to be allowed inside excepting the referee and two umpires.

10.—A referee shall be chosen at the posting of the first deposit, and his decisions shall be deemed final and without appeal, and all stakes, gate money, and outside bets shall be paid accordingly.

CUMBERLAND AND WESTMORELAND.

RULES.—On taking hold, the wrestlers stand up chest to chest, each placing his chin on his opponent's right shoulder,

and grasping him round the body, each placing his left arm above the right of his antagonist.

When both men have got hold, and are fairly on their guard, the play commences, and, with the exception of kicking, they are allowed to use every legitimate means to throw each other.

If either party breaks his hold, that is loses his grip, though not on the ground, and the other still retains his hold, the one so leaving loose shall be the loser.

If either man touches the ground with one knee only, or any other part of his body, though he may still retain his hold, he shall not be allowed to recover himself, but shall be deemed the loser.

If both fall to the ground, the man who is first down or falls under the other shall be the loser; but if they fall side by side, or otherwise, so that the umpires cannot decide which was first on the ground, it shall be what is technically termed a "dog fall," and shall be wrestled over again.



CROSS-COUNTRY RULES
OF THE
Amateur Athletic Union.

SLOW CHASES.

1. There shall be two hares, one master of the pack, and two whips, to be appointed by the Club captain, or other recognized authority.

2. The hares shall be allowed a start of from five to ten minutes, at the discretion of the captain.

3. The master, who shall act as pacemaker, shall have sole control of the pack, and, until the break is ordered, he shall, at his pleasure, appoint temporary pacemakers at any period of the chase.

4. The members of the pack must keep within hailing distance of the master, and under ordinary circumstances must always keep behind the master until the break for home is ordered.

5. Only one break shall be ordered by the master, and then only for home; such break shall never be more than a mile.

6. It shall be the duty of the whips to keep the pack together, and to collect and assist all stragglers.

FAST CHASES.

7. In fast chases there shall be two hares, who shall be allowed a start of from five to fifteen minutes, to be

fixed by the captain after considering the relative ability of both pack and hares.

8. The scent shall be laid from the start, and each hound may run at his own pace.

9. It shall be in the discretion of the captain, or other officer acting in his stead, to order a break for home. or to allow the pack to race from start to finish.

GENERAL.

10. Club runs shall be runs for which no scent is laid, but in all other conditions must conform to those of a slow chase.

11. In all chases the hares shall lay a fair and continuous trail throughout, and shall not be allowed to double on their trail; they shall be allowed to cross fordable streams only, and must surmount all obstacles over which they lay the trail.

12. In all chases the hares must keep within hailing distance of each other.

13. Under no circumstances must the pack follow the line of sight when the hares are seen, but must always follow the trail.

14. In all chases the break for home shall be indicated by a scattered bunch of paper different in color from that used on the trail.

15. Touching one of the hares by any member of the pack shall constitute a catch.

16. If the hares do not finish together, the time of the last hare in shall be considered the time of their arrival.

17. A slow pack may be started at the discretion of the captain in all runs and chases (except for prizes) under the control of a master and two whips. A start of one minute for each mile estimated to be covered shall be allowed by the fast pack.

COMPETITIONS.

18. In all runs or chases where there is a race, handi-

cap or otherwise, from the break to a specified finish, the pack must be lined up by the master and started by him.

19. In all runs or chases, where order of finish counts for points or prizes, it shall be the duty of the master to report any disobedience on the part of any member of the pack to the proper authority of the Club under whose auspices the chase is being conducted, and it shall be in the discretion of such authority to disqualify the delinquent or nullify the points gained.

20. In all open competitions or races from start to finish the man arriving first at any obstacles shall have the right of way; any other contestant pushing or interfering with him shall be guilty of a foul and liable to disqualification by the referee.

21. The referee shall also have power to disqualify any person proved to have deviated from the trail in any competition, or any one who has been aided by any horse or vehicle on the route.

22. All handicaps shall be by time allowance at the commencement of the race, with the exception of yacht handicaps in which all contestants start together, their time allowance being taken into account at the finish.

OFFICIALS.

The Cross-Country Championships of this Association shall be under the direction of

One Referee.

Three Judges at finish, or more.

Six Distance Judges, or more.

Three Time-keepers, or more.

Three Scorers, or more.

One Starter.

One Clerk of the Course and Assistants.

One Marshal and Assistants.

One Official Reporter and such other officials as the Executive Committee see fit to appoint.

FOOT BALL RULES.

The Official Foot Ball Rules of the American Intercollegiate Association are subject to changes each year and are published exclusively by A. G. Spalding & Bros., Chicago, New York and Philadelphia, in pamphlet form, and will be sent to any address in the United States or Canada on receipt of 10 cents.

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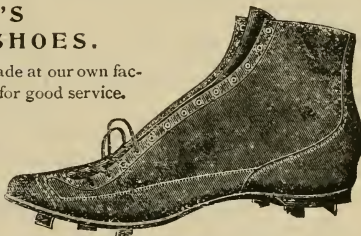
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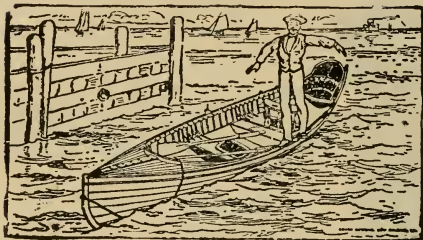
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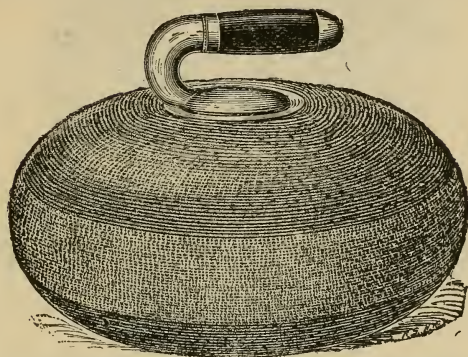
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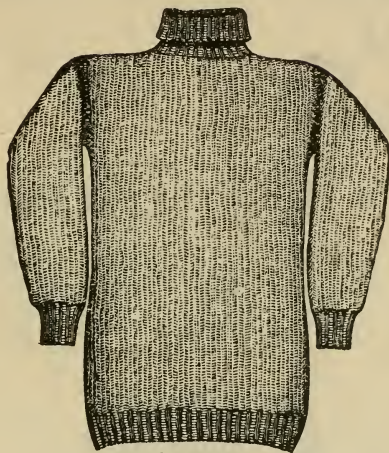
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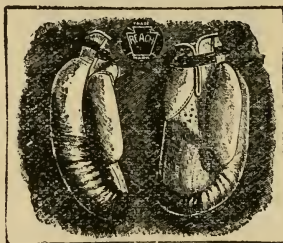
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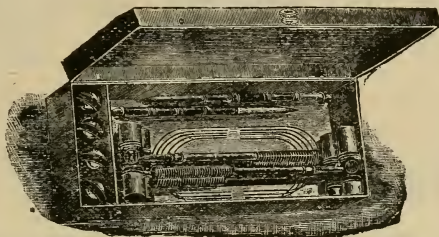
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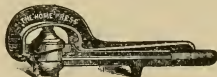
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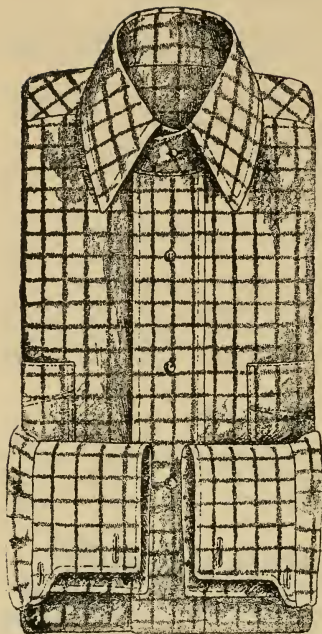
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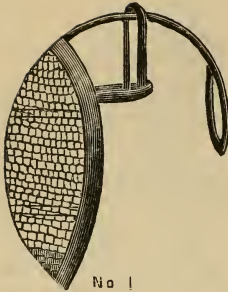
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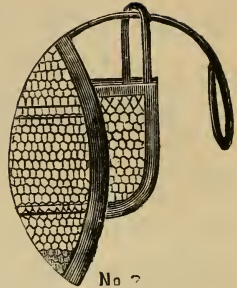
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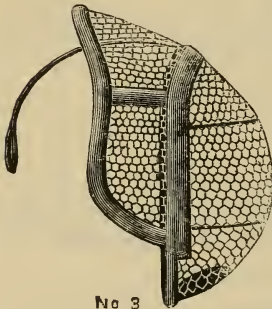
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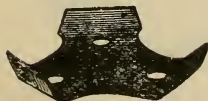
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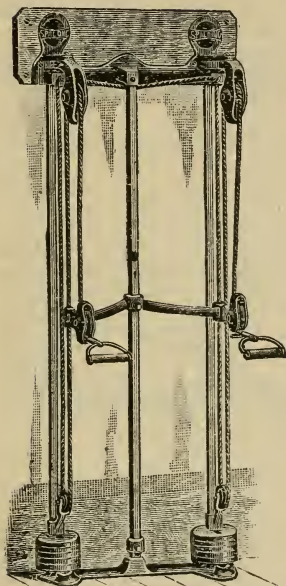
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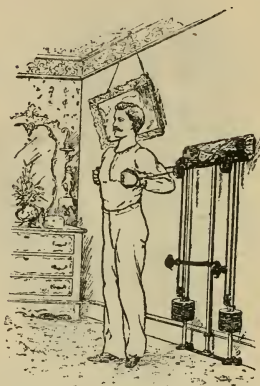
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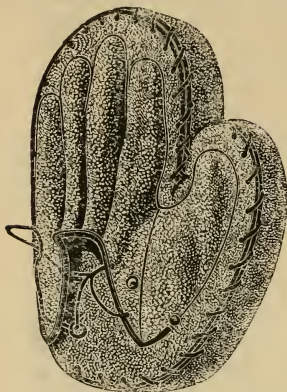
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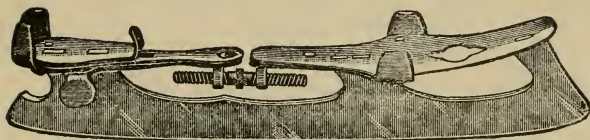
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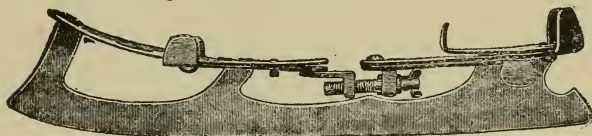
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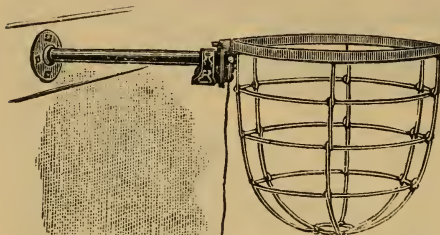
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